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GAME BOY ADVANCE ACTION

gba WORLD



FINDING
NEMO

REVIEWED

DRAGON BALL Z
LEGACY OF GOKU II:
Massive Playguide Inside!

**POKE
MANIA!**

ISSUE FIVE
AUS \$4.50/NZ \$4.50 INC. GST

next

05



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KIRBY:
Nightmare
In Dreamland!

SHREK:
Comes
to GBA!

• Reviews •
• Features •
• Playguides •

THE NEW SAGA

DRAGON BALL GT

**MORE POWER!
FASTER ACTION!
HIGHER LEVELS!**

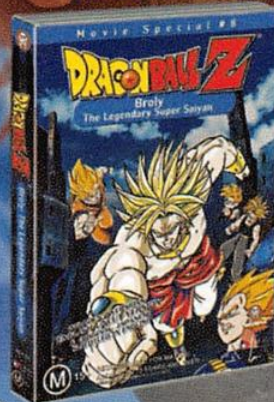
Goku has a lot of growing up to do!



Our hero has a problem! The devious Emperor Pilaf has wished Goku back to childhood.

Dragon Balls are scattered throughout the cosmos!

Also available
Dragon Ball Z Movie 8



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GBA WORLD

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- AND (NO) MORE**



Welcome to *GBA World* #5! This issue really is a good one, with heaps of great reviews, previews and a special look at Nintendo's new E-Reader! Also, make sure to check out our in-depth DBZ and Pokémon playguides!

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PLUS!

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MEDAL OF HONOUR: INFILTRATOR

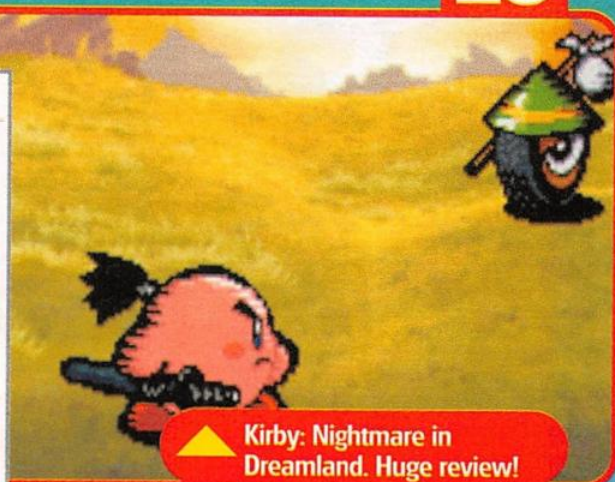


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▲ Kirby: Nightmare in Dreamland. Huge review!

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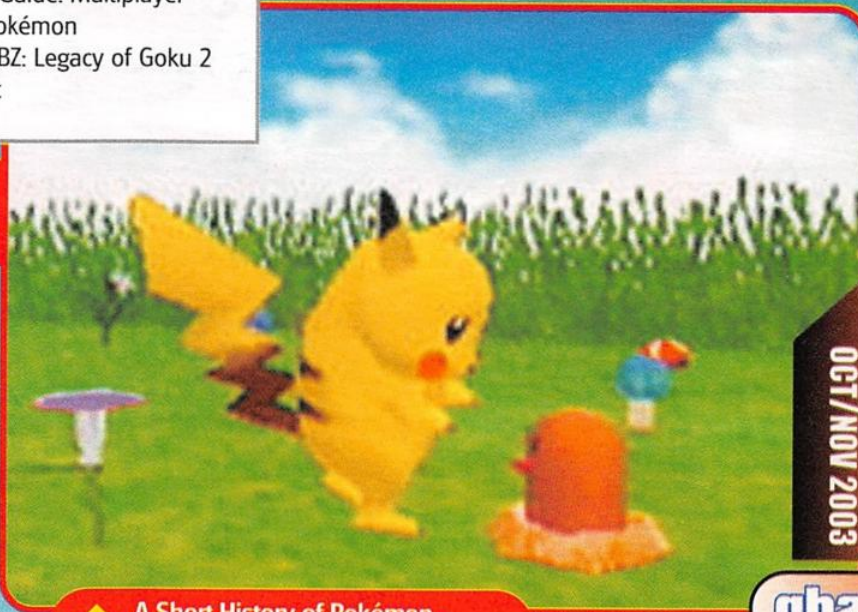
▲ Looking for Nemo? Find him in our cool review on P.36!

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▲ Shrek is reekin' havoc on your GBA - big review inside!

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▲ A Short History of Pokémon - Explore the Pokémon past on p.12!

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MEET THE TEAM

Dan



Final Fantasy Tactics. I'm sorry, was there anything else that needs to be said?

Ness



I'm so sick of Buffy games now. I want a game based on Angel ... or Giles!

Daniel



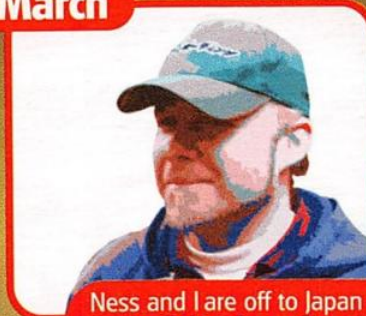
I've played enough DBZ this month to make my eyes bleed. I hope you're grateful!

John



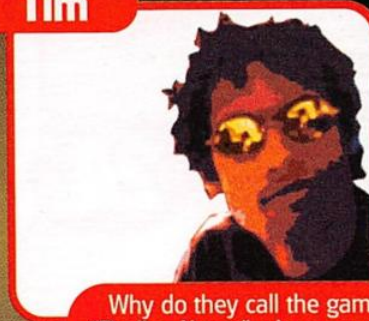
Kirby. Kirby's great. If you get in Kirby's way, Kirby eats you. Kirby is my new hero.

March



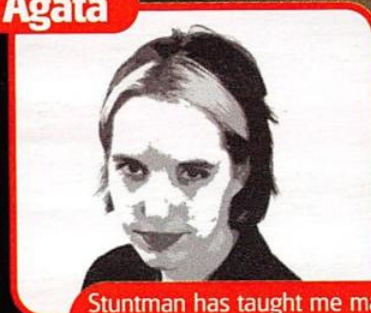
Ness and I are off to Japan for the Tokyo Game Show! Jealous? (Yes! - Ed)

Tim



Why do they call the game "Finding Nemo" when you can see him right on the box?

Agata



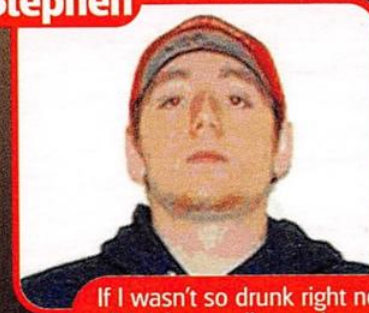
Stuntman has taught me many things. Most of them are to do with swearing at my GBA.

Eleanor



Every time I close my eyes, I see Pokemon. That's ... normal, right? Right?!

Stephen



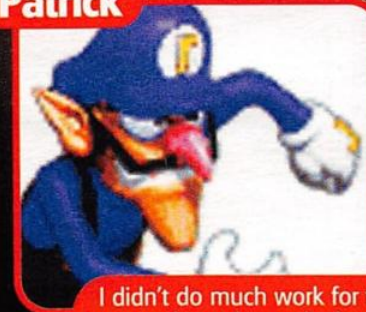
If I wasn't so drunk right now, I'd right a really good com... "thump" Lzzzzz.

Fiona



You know, for a game where you throw pink rats around, Digimon is surprisingly good!

Patrick



I didn't do much work for this issue. I was busy plotting to take over the world.

Clare



Yes! I wanna play a game! Do you have any soccer balls we can kick around?

SPECIAL REPORT: NINTENDO E-READER

GBA WORLD GETS A SNEAK-PEAK AT NINTENDO'S
LATEST GBA GADGET.

ADVANCES



Ah! Excite-Bike in all it's 8-Bit glory. The memories...

WHEN IT COMES TO NEW hardware, 2003's been a very good year for GBA owners. First off we got the SP in all its sleek, side-lit glory. Then came the Game Boy Player and Mario Ware was suddenly reinvented as THE game to break out at parties and other multiplayer get-togethers. And now look: we've got us a brand new E-Reader to play with. We predict some very long Christmas lists come this December...

The E-Reader is a nifty little gadget that plugs into your GBA via the cartridge slot. What you do with it, basically, is transfer data onto your GBA or GCN via special E-Reader cards, which you scan through the machine one at a time. These cards can contain anything from full versions of old NES classics such as Donkey Kong and Excite-

bike to "add-on" data for existing GBA/GCN games. For example, Animal Crossing will be released with full E-Reader compatibility and cards will be made available that add new animals or power-ups into the existing game. Excitingly, there are also plans to tie-in the Pokémon franchise with the E-Reader later this year. The potential there is limitless. Just think, you could buy cards containing Pokémon and scan them directly into your game, ready for battle!

We've spent a good amount of time with the E-Reader now and can categorically say that it is a most impressive package indeed. Excite-bike is fabulous and Donkey Kong is just a joy to play in its original, old-school format. However, this does not mean that we are completely

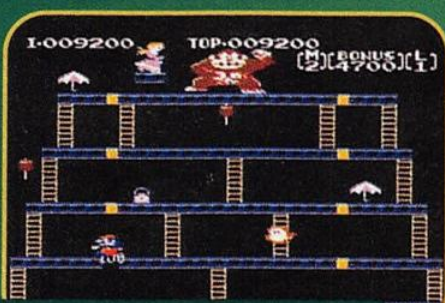
without complaint. One irritating aspect about this latest GBA gadget is that, in order to scan data into existing games, it is necessary to have two GBAs and a link-cable handy – one GBA for the E-Reader, one for the game and the cable to link them up. Also, while it fits snugly into the original GBA, the E-Reader feels a little clumsy plugged into the SP's cartridge slot.

But hey – these are minor complaints, right? The E-Reader is a fine piece of kit and, with an expected price tag of under 80-dollars, a bargain to boot. We're thinking this kind of thing will be great for long train trips or short plane flights. Why buy a book or mag when you can pay the same amount of money and pick up a pack of E-cards with an old Nintendo classic inside?

The E-Reader is expected to launch here in early November.



Donkey Kong - the original NES classic comes with every new E-Reader. Jump those barrells, Mario!



Super Mario Bros - the old, OLD school version.

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RUMOURS AHoy!

BIG THINGS IN THE WORKS FOR NINTENDO

AT A RECENT NINTENDO STRATEGY meeting held in the company's Tokyo office, Big-N President, Satoru Iwata, made allusions to a mysterious new Nintendo product that would be formally announced to the world early next year. Only saying that it would be a "very different product", Iwata would not fill out his aspersions with any concrete details and the result – of course – was a flood of rumours from every sector of the gaming community. Would it be a new system? A successor to the GBA:SP or GameCube, perhaps?

We don't have a clue. In fact, all that we do know is that Dengeki, a

respected Japanese gaming publication, added further fuel to the speculative fire by stating in no uncertain terms that something "big" was due to be announced for

the GBA later this year. Something that will, the magazine says, "sell millions". We'll keep you up-to-date as news comes through, so make sure to stay tuned!



BACK IN BLACK

ALL BLACK, THAT IS...

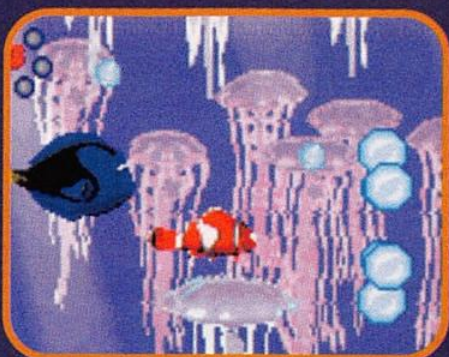
HERE'S A BIT of exciting news for our New-Zealand based, rugby-fan readers: the ominously named Monaco Corporation, Nintendo's local distributor in the land of "fush and chups", has announced that it is going to release a special edition All Blacks GBA SP to coincide with the Rugby World Cup. Hoping to create "synergy" between the GBA:SP and All Blacks rugby team, this new GBA

will be a standard black SP with an embossed All Blacks logo on the back of the LCD screen, just above the Nintendo logo. As you can see from the picture here, it looks totally boss and would be perfect for those long ticket-queues and boring half-time shows featuring washed up singers belting out sentimental drivel about scoring tries and kicking goals.

The All Blacks SP will retail for NZ\$249.95 and should be on store-shelves by the time you read this.

WIN! WIN! WIN!

3 COPIES OF FINDING NEMO UP FOR GRABS!

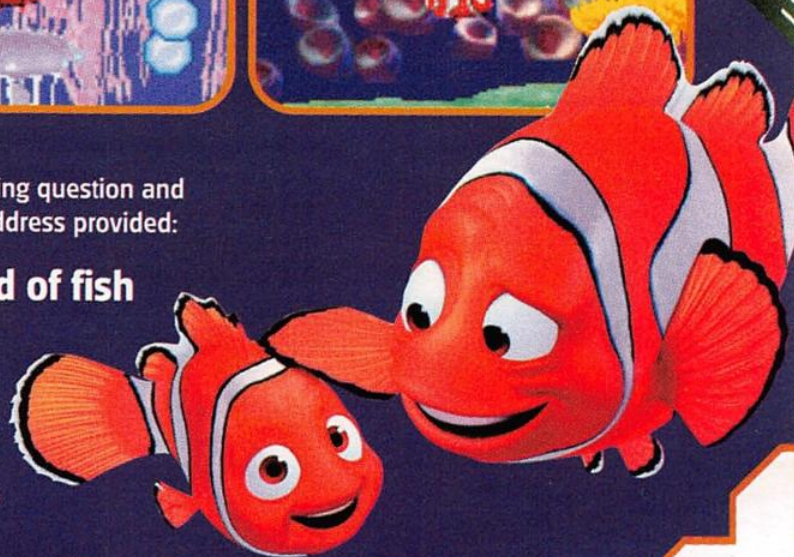


► Okay, so you've seen the Nemo movie, you've bought the Nemo toys and you're brushing your teeth with the Nemo toothbrush – but have you got yourself a copy of the Nemo GBA game yet? No? Well, here's your chance! Thanks to our friends at THQ, we have THREE copies of Finding Nemo on the GBA to give away. To win, all you have to do is

answer the following question and send it in to the address provided:

Q: What kind of fish is Nemo?

Nemo Comp
GBA World
78 Renwick St
Redfern NSW 2016



WIN! WIN! WIN!

AHOY! FIVE COPIES OF PIRATES OF CARIBBEAN FOR THE TAKING!

► Ahoy there, me hearties. Tell me, do ye be wantin' to score yerself a brand new copy of Pirates of the Caribbean on the GBA? Aye, of course yer do and – thanks to the buckaroos at TDK – we've FIVE copies to give to yer. If ye want a chance to win one, all ye have to do is answer the riddle ye see below and send it to the address provided...

Q: If you were a pirate, what would you name yourself?

Ahoy! Comp
GBA World
78 Renwick St
Redfern NSW 2016



COMP RULES: Only one entry per reader is allowed. Multiple entries and padded envelopes will be binned immediately. No competition mail is opened, so please do not include letters, artwork or any other correspondence in the same envelope. Thanks.



Hey gang! Just take a look at the awesome DVDs we've got for you this month!

PIKACHU'S PLAYHOUSE

DVDS FOR KIDS BIG AND SMALL

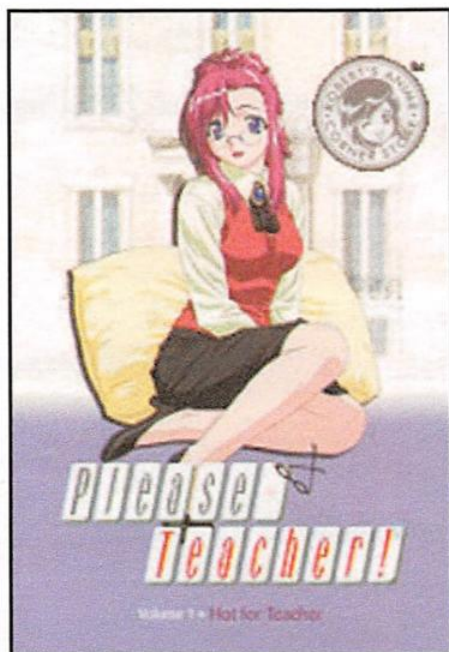
Yu-Gi-Oh! The Heart of Cards Vol 1.1

Distributor: Magna Pacific

Rating: G

While the game didn't grab me, the DVD is a lot easier to enjoy. Packed with great duels and exciting stories, The Heart of Cards starts the series with adorable Yugi finding grandpa's

collection of duel monster cards and then facing off against the ruthless duellist Kaiba. This DVD will help any would be card player in their duels and is great fun!



Please Teacher! Vol 1

Distributor: AV Channel

Rating: M15+

Another unusual one from The Land of the Rising Sun! Kei Kusanagi is an 18-year-old living as a 15-year-old due to a rare disorder, which has placed him in a coma for the past three years. Mizuho

Kazami is an alien posing as a teacher. When Kei discovers her true identity, he has no choice but to ...MARRY HER! I don't remember school being anything like this!

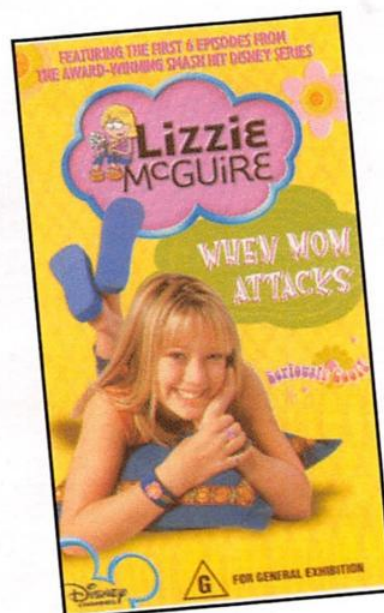
Lizzie McGuire: When Mum Attacks

Distributor: Magna Pacific

Rating: G

While some might think this is only for kids, I love Lizzie! And I am not the only one. Disney has notched up another success with the TV series, Movie and GBA game all based on 13-year-old

Lizzie and her cartoon alter ego. While I don't get the chance to rush home and see it after work, the TV series is now out on DVD, so I can watch them whenever I want. Yay me!

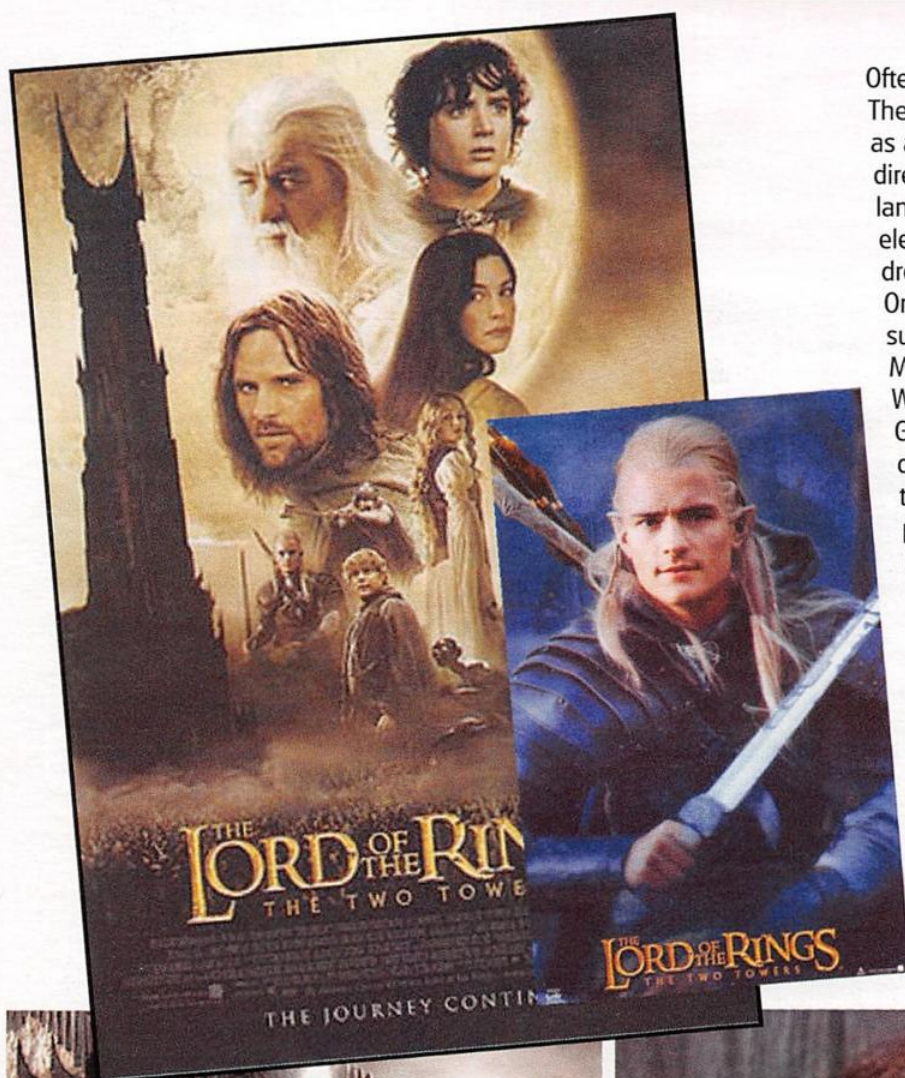


Lord of the Rings: The Two towers

Distributor: Roadshow

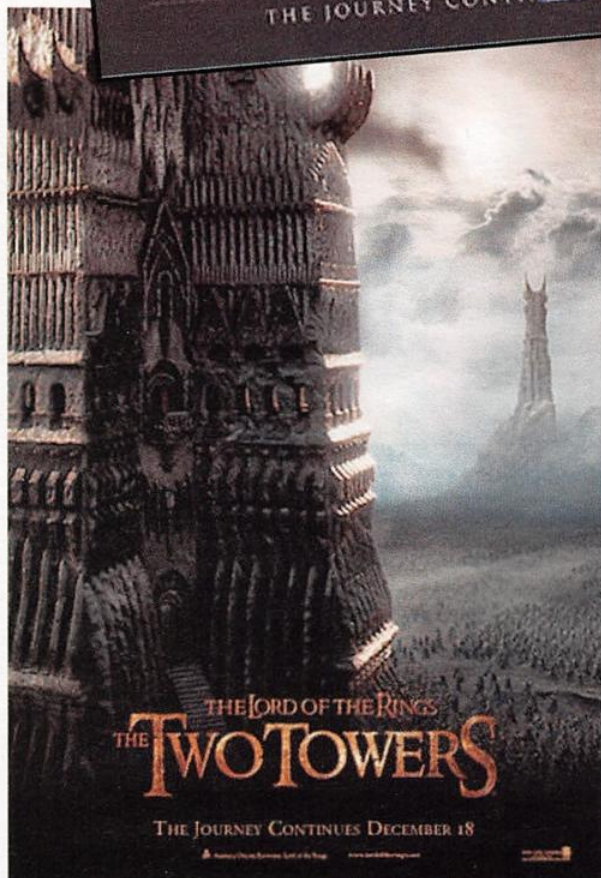
Rating: M15+

PLAYHOUSE



Often breathtaking and always enchanting, The Two Towers could have been presented as a three-hour long all-in brawl. Thankfully, director Peter Jackson takes us to a mystical land filled with flying dragons, oversized elephants and all the other things that our dreams are made of.

One of the keys to LotR's enormous success lies in the casting, with Ian McKellen as the powerful Gandalf the White, John Rhys-Davies as the dwarf Gimli and Andy Serkis' work on the computerised Gollum. The second of the trilogy is far more involving than its predecessor as it expands the story beyond Frodo's struggle to the larger picture of the struggle between good and evil. During the film, my stomach was filled with knots of anticipation as I waited to see the next step in the struggle and sat in awe at the vast and beautiful backdrop of New Zealand. It is no wonder that we are reminded at the end of the film that "good is worth fighting for." (*Anyone for some cheese? – Ed*)



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WIN!

RED HOT GBA PRIZE-PACK FOR THE TAKING!

Before you read this rest of the text on this page, do us a favour and turn to our Final Fantasy: Tactics review on p.24. See how it got five stars? See where we called it one of the best games we've ever played? Okay, now turn to p.42 and read our Pokémon Pinball review. You will notice that it scored a very respectable four-star rating. Given these facts, it should be entirely clear to each and every one of you that you **NEED** to play these games. No debate: these great titles are as necessary to a GBA gamer as water and air.

Well, how lucky for you it is that we – with the help of the ever-gracious people at Nintendo – have both of these games to give away along with (wait for it...) a **BRAND NEW FLAME GBA:SP!** Just look at that sexy beast, with its

flip-top lid and devilish ruby sheen ... could you possibly resist such a great prize-pack?

Of course not, so here's how you go about winning it. What we want you to do is draw caricatures of every GBA World staff member. Not only will someone win this excellent prize pack, but **we will also use the best entries on the Meet the Team page of this very mag!** Your art will be credited in the staff list and everything! Just send your entry to...

Red Hot Comp
GBA World
78 Renwick St.
Redfern, NSW 2016

As always, time is limited – so hurry up and get scribing!



▲ FF: Tactics - a great game everyone should play.



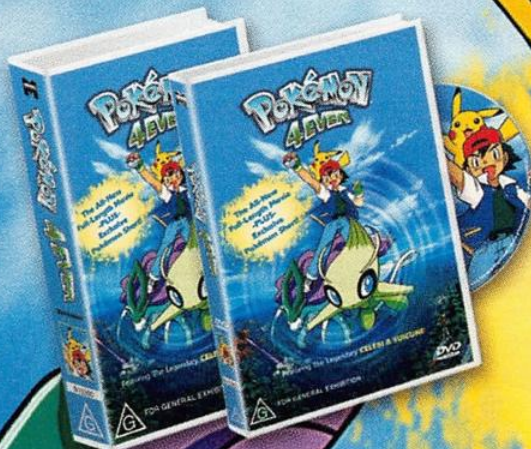
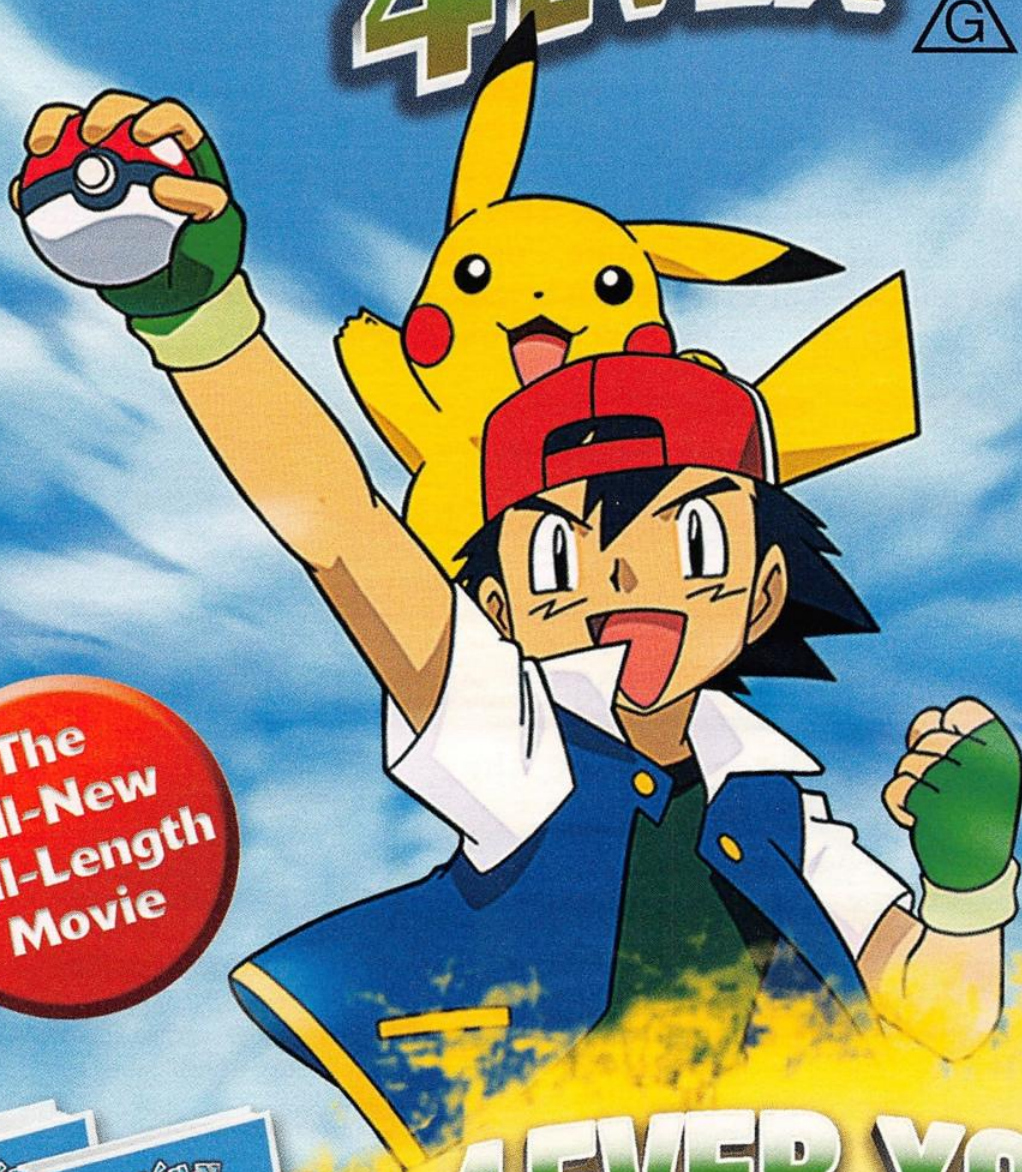
▲ Pokémon Pinball - a must for Pokefans everywhere!

POKÉMON

4EVER



The
All-New
Full-Length
Movie



4EVER YOURS

ON DVD & VIDEO
17 OCTOBER 2003

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POKÉMANIA

A BRIEF HISTORY OF ALL THINGS POKÉMON



Who would have thought that a game based on its creator's fond memories of bug collecting and Japanese monster movies could become a multi-million selling worldwide phenomenon? Satoshi Tajiri's idea led to more than just a successful videogame franchise. It also spawned an animated series, a collectible trading card game and three feature films as well as a host of other Pokémon products. There have been Pokémon books, Pokémon T-shirts, a Pokémon board game, Pokémon Pez dispensers – even Pokémon yoghurt snacks. Let's take a closer look at the history of the Pokémon phenomenon, so we can see exactly how the Pokémania spread.



Pokémon - The Blurry Years.



Pokémon Red in action. Note the sickly green hue!



The Pocket Pikachu and Pokémon GB.

JAPAN: 1996

After six years in development, Pocket Monsters (Japanese "Poketto Monstaa" – later shortened to the now familiar "Pokémon") **Red Version** and **Green Version** were released for Nintendo's highly successful Game Boy system. The games caught on quickly among school-aged children, but reached wider popularity when the **animated series** appeared on Japanese television in **1997**. Although originally aimed at adolescent boys, Pokémon's appeal spread beyond gender and age barriers. Pokémon offered a unique gameplay blend of role-playing and strategy as well as making excellent use of the Game Boy's multiplayer link-up system. Combine this with the addictive nature of the gameplay and the collectible appeal of the Pokémon themselves and it's easy to see that Nintendo had struck gold.

Pokémon was introduced to the rest of the world in **1998** with the release of **Pokémon Red** and **Pokémon Blue**. The distinctive appeal of Pokémon spread across cultural boundaries and the games sold at record levels, as well as boosting sales of Nintendo's Game Boy system like no other game had before. The success of the Pokémon franchise wasn't limited to the games themselves, either. Pokéfans all over the world took the "Gotta catch 'em all" slogan to heart and Pokémon merchandise began selling at a rate that would make the Ninja Turtle green ... *greener* with envy.

The Pokémon animated series debuted in the US in 1998 and in the rest of the world soon after. In late **1998**, Nintendo capitalised on the cartoon's success with the release of **Pokémon Yellow Version – Special Pikachu Edition**. This was an updated version of the game that tied in more closely with the animated series. It featured

POKÉMON MERCHANDISE AT ITS BEST...

FEATURE



▲ An adorable plush Pikachu bag.



▲ Dig that Poké-car! Vrrrooom!



▲ One of many, many Pikachu t-shirts.



▲ The Pokémon party pack. Fun!



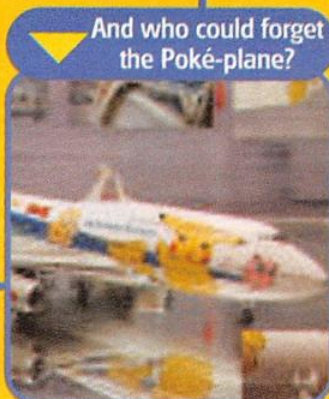
▼ Another bag - this time a Pokéball.



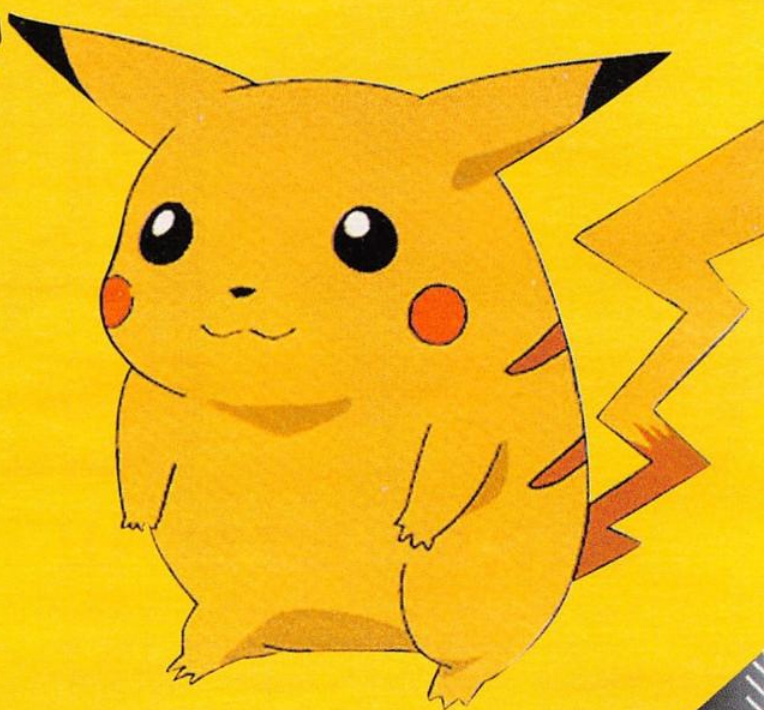
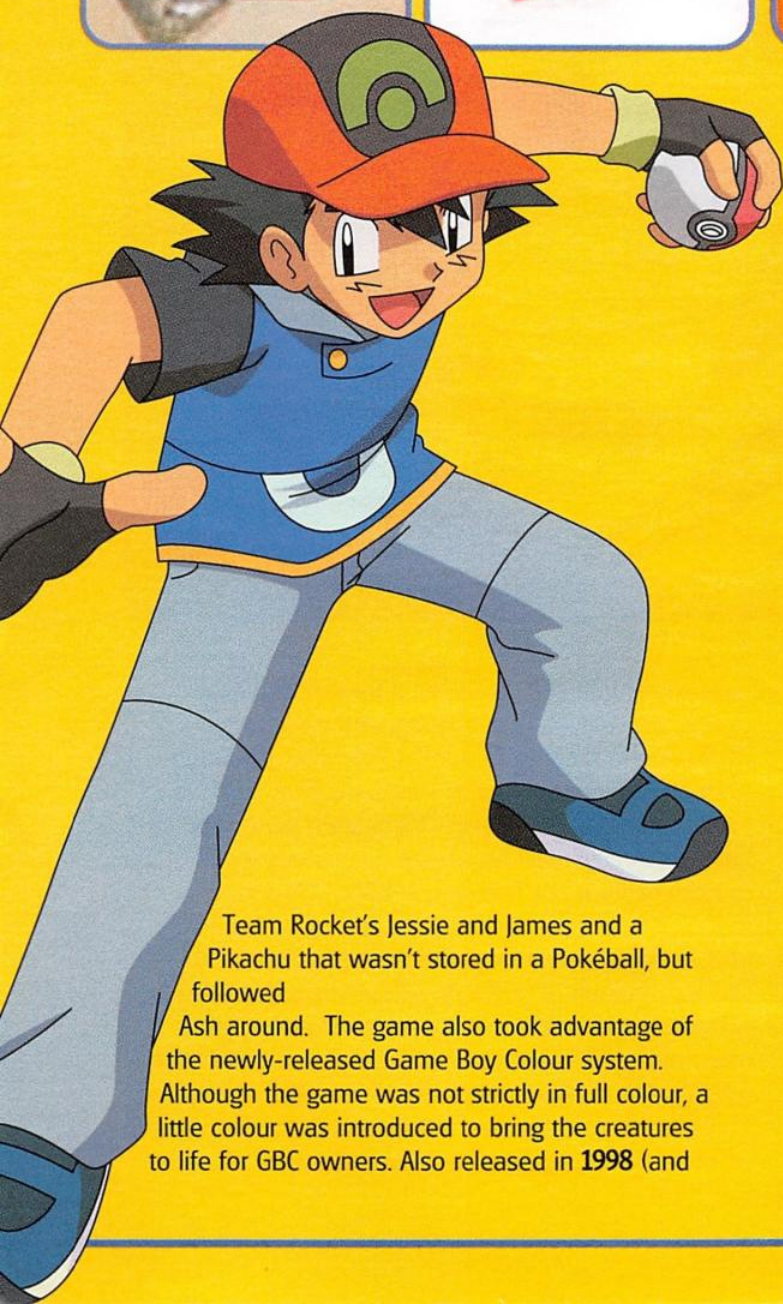
▼ Yoghurt - made from real, fresh Pokémon!



▼ Poké-Pez. We like the Jigglypuff one.



▼ And who could forget the Poké-plane?



Team Rocket's Jessie and James and a Pikachu that wasn't stored in a Pokéball, but followed Ash around. The game also took advantage of the newly-released Game Boy Colour system. Although the game was not strictly in full colour, a little colour was introduced to bring the creatures to life for GBC owners. Also released in 1998 (and

like Pokémon Yellow, also to capitalise on the popularity of a certain electric rodent) was the **Pokémon Pocket Pikachu** – a virtual pet akin to Tamagotchi. A full colour successor was released in 2002.

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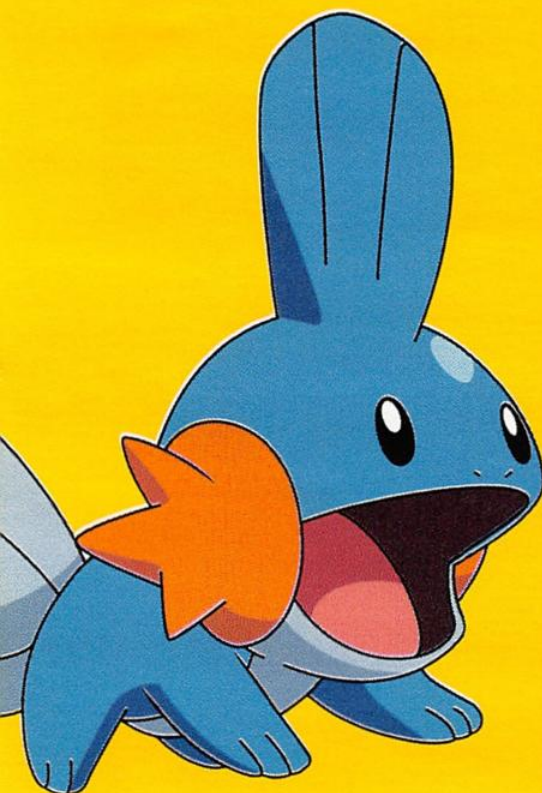
▲ Pokémon TCG cards in all their addictive evilness.



▲ And an exciting backshot of the cards. Wow!



◆ Pokémon Pinball - Blue and Red. Feel the rumble!



GOTTA COLLECT 'EM ALL!

A new dimension was added to the Pokémon craze in the form of a **collectible trading card game**. It was an instant hit - hardly surprising, given the popularity of Pokémon at the time. In fact, the Pokémon Trading Card Game was so popular that some schools were forced to ban students from playing it during school hours! An **electronic version** of the trading card game released for the GBC in 2000, much to the chagrin of teachers all over the world.

In 1999, gamers were offered an alternative way to "catch 'em all" with the release of **Pokémon Pinball** for Game Boy Colour. The gameplay was

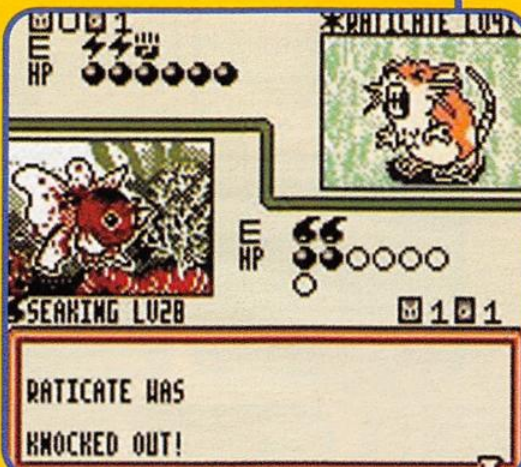
interesting in that it combined a traditional pinball game with the goals of catching and evolving Pokémon in order to fill out the Pokédex. Pokémon Pinball featured two tables - Red and Blue - with a selection of Pokémon exclusive to each table. The game cartridge itself featured a battery operated rumble feature - a first for the GBC.

Also in 1999, Pokémon made an appearance in **Super Smash Brothers**, a Nintendo 64 fighting game featuring Nintendo characters. Seeing Pikachu and Jigglypuff fight alongside the likes of Mario and Link proved that the Pokémon phenomenon was more than a mere fad. It elevated the characters to the level of gaming icons. Pikachu, Pichu, Jigglypuff and Mewtwo were all

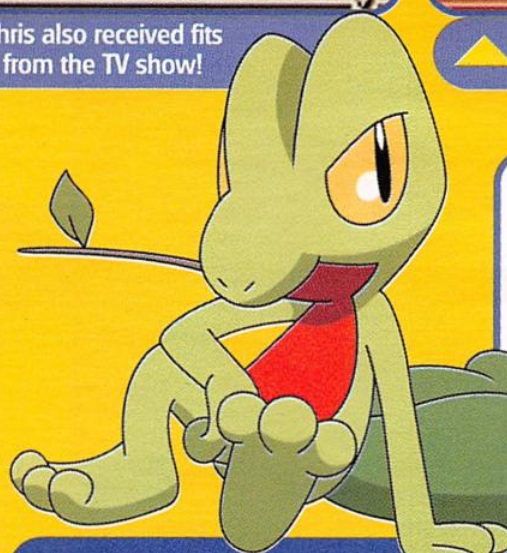


CHRIS RECEIVED A BOOSTER
FROM: COLOSSEUM.

Chris also received fits
from the TV show!



Oh! The glorious visual splendour of it
all! My eyes are filled with many joys!



2000 - WHEN POKÉMON WENT WILD!



Pokémon Snap.
Crap game, really.



Pokémon Island.
Paradise, eh?



Pokémon
Stadium.



Pokémon Puzzle
League.



Hey You,
Pikachu!

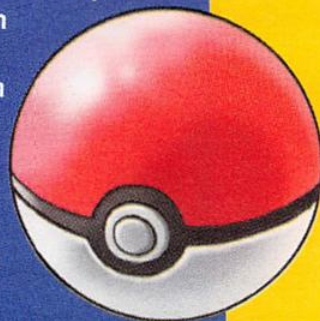
featured as playable characters in the GameCube sequel, **Super Smash Bros: Melee**. The first all-Pokémon Nintendo 64 game was **Pokémon Snap**. Now players weren't trying to catch 'em all – they were trying to photograph them all. The object of the game is to take pictures of Pokémon in their natural environment, while riding around Pokémon Island in a cart. At the end of every level, the player heads back to Professor Oak's lab to receive scores for the photographs taken. It sounds corny and unentertaining, but surprisingly was quite a lot of fun.

2000 saw plenty of Pokémon titles released for the Nintendo 64. **Pokémon Stadium** utilised the Game

Boy Transfer Pak to give Pokéfans a chance to see their lovingly trained Pokémon battle it out in 3-D. An equally successful sequel followed in 2001. **Pokémon Puzzle League** featured Pokémon characters in a very different style of gameplay. Now the adventure focussed on fast-paced, brain-straining puzzle action. A similar title, **Pokémon Puzzle Challenge**, was released for the GBC. **Hey You, Pikachu!** was a particularly interesting N64 game that used a voice control peripheral to command Pikachu on the screen. The little guy would get quite upset if you shouted at him! (Which we did. Often. - Ed)

THIS IS CAPTAIN PIKACHU SPEAKING...

Japanese airline All Nippon Airways has a fleet of four Pokémon themed passenger jets. Not only are the aeroplanes themselves decorated with Pokémon but passengers are treated to Pokémon headrests and juice served in Pokémon cups. Even the cabin attendants' uniforms tie in with the Pokémon theme!



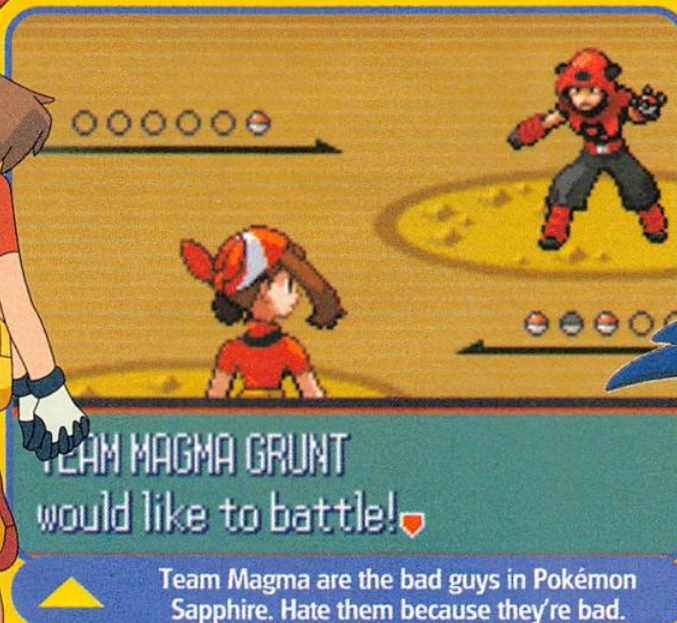


So, what'll it be?
Boy or girl?



SICKENINGLY CUTE?

The Pokémon animated series hit the headlines in 1997 when an episode screened in Japan apparently caused epileptic seizures. Many viewers reported symptoms ranging from headaches and nausea to convulsions and loss of consciousness during a scene featuring a rapidly flashing explosion. Nearly 700 Japanese children were taken to hospital.



GO FOR GOLD... AND SILVER!

By far the most significant Pokémon game release of 2000 was that of **Pokémon Gold Version** and **Silver Version** for GBC. As opposed to Pokémon Yellow, these new games were true sequels to Red and Blue and saw the series finally make the transition to full colour. As well as improved graphics, Pokémon Gold and Silver boasted a number of new features. These sequels introduced **over 100 new Pokémon species**, as well as the ability to breed Pokémon. Thanks to a battery-operated clock in the game cartridge, events could take place in real time. For example, some Pokémon could only be found at night or in the morning, and some events only took place on certain days of the week. This added a certain strategic element that many felt had been missing from previous Pokémon titles.

Pokémon Crystal was released in 2001 and was related to the Gold and Silver versions as Pokémon Yellow was to Pokémon Red and Blue. The Crystal version had some differences in storyline from Gold and Silver. It also featured animations whenever Pokémon appeared in battle and (finally!) the option to play as a boy or a girl.

In 2002, Nintendo released the **Pokémon Mini** – a pocket sized game system similar in size and design to the Pocket Pikachu. The game **Pokémon Party Mini** is included with the hardware and other games, such as **Pokémon Zany Cards**, **Pokémon Pinball Mini** and **Pokémon Puzzle Collection** can be played using postage-stamp-sized cartridges. For such a tiny little system, the Pokémon Mini is remarkably sophisticated, featuring an infrared port, internal clock and backup memory and even an inbuilt rumble feature! Finally, in 2003, Pokémon have arrived on the latest generation of handheld hardware. **Pokémon Ruby** and



1996



1997

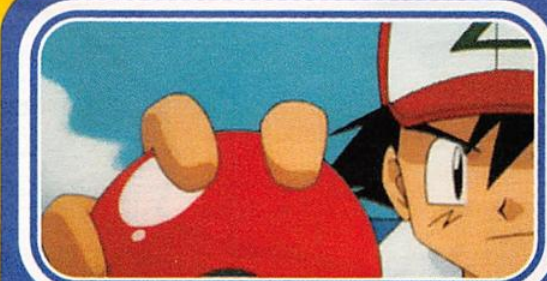


1998



1999

Why do they both look like they're going to compete in the Tour de France?



IT'S EVIL, I TELLS YA!
EEEVIIIIII!

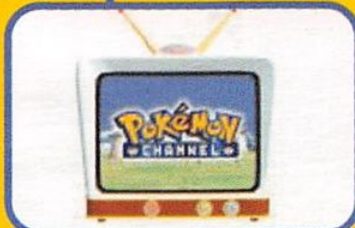
The Pokémon franchise may be phenomenally successful, but it seems that not everyone's a fan. The internet is littered with anti-Pokémon websites. There are people who simply don't like the characters, concerned parents of young Pokémaniacs and even religious groups claiming that Pokémon are the work of the devil! Weird.



COMING SOON...



Pokémon Box!



Pokémon Channel!



Pokémon Colosseum!

Sapphire are the most recent evolutions in the Pokémon series, featuring improved graphics and sound, additional gameplay elements and, of course, plenty of new and exciting Pokémon species to catch. With a third GBA Pokémon title – **Pokémon Pinball: Ruby and Sapphire** – reviewed in this very issue of *GBA World*, the franchise is looking very healthy indeed.

So what does the future hold for our fuzzy little

fighting machines? There are three GameCube titles in the works: **Pokémon Box**, **Pokémon Channel** and **Pokémon Colosseum**, as well as a possible Pokémon application of Nintendo's GBA **e-Reader** device.

Love them or loathe them, it looks like Pokémon are destined to be with us for some time yet. And we wouldn't have it any other way.

– Eleanor Eiffe

2000



2001



2002



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Welcome to Cube Corner!

This issue marks the first "real" appearance of Cube Corner in *GBA World*, and being the momentous occasion it is, we have some amazing games for you to have a look at with a few reviews and previews of all of the hottest titles arriving on your GameCube in 2003.

So, without further ado...

Viewtiful Joe

TYPE: PLATFORM

DISTRIBUTOR: THQ

OUT: TBA

PLAYERS: 1

VIEWTIFUL JOE IS A THROWBACK

to the side-scrolling beat 'em ups of old, delivering consistent action, platforming and fun in a niche, kooky package for one. The game's protagonist, Joe, seems to be so caught up in the world of the movies, he doesn't know where they end and

reality begins. As Joe, you'll have to save your girl Sylvia from the baddies and use your "Viewtiful" powers that were given to you by your favourite film idol, Captain Blue. Sound a bit crazy? Well it is and then some. But this is what's unique and appealing about Viewtiful Joe; the game's

limitations are in fact its liberation, in that using Joe's various moves to combat the various obstacles and enemies found within the confined environments will require quick thinking, quicker reflexes and a lot of fun. Look for Viewtiful Joe in the coming months on store shelves.

XIII

TYPE: FPS

DISTRIBUTOR: Ubi-Soft

Out: NOVEMBER

PLAYERS: 1-4

ARE YOU INTO FIRST-PERSON

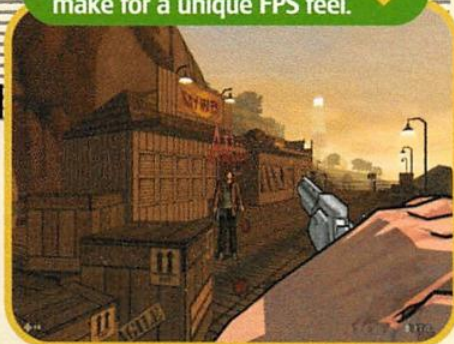
shooters? Did you like Goldeneye, Perfect Dark and Time Splitters 2? If you answered yes to all of the above, XIII is going to be something right up your alley. Now, do you like cel-shading? No? Not a fan? Well too damn bad! XIII comes to you replete with stylish visuals designed to mimic an interactive Graphic Novel, and Ubi Soft has done an amazing job getting it right. Everything is there, including font representations of sound effects and sudden voices, it's almost like watching an old 60s Batman episode. Holy need money Batm... I mean Adam West! That's right, Adam West, better known as the philanthropist Bruce Wayne in the aforementioned television show, has reared his head from that museum in The Simpsons to deliver voices for this unique game.

Make no mistake, cel-shading aside, XIII is the thinking person's game. Look out for it soon.

XIII's cell-shaded visuals make for a unique FPS feel.



As you'd expect, there are plenty of weapons to use!



Nice comic touch, although we'd have preferred "BLAU!"

Star Wars Rebel Strike

TYPE: ACTION

DISTRIBUTOR: EA

OUT: NOVEMBER

PLAYERS: 1-2

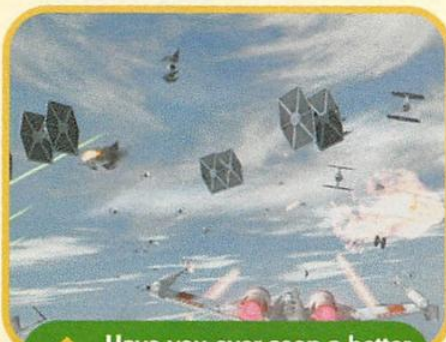
IF YOU SAW ROGUE LEADER

RUNNING on GameCube and thought it was damn impressive, you might need to sit down for this one. Those talented lads at Factor 5 have dug deep into the technically proficient pockets to reveal an all-new adventure for Star Wars fans looking for more original trilogy homage gaming. Rebel Strike takes place during Episodes IV, V and VI and recreates a number of famous battles and adventures with Luke, Han,

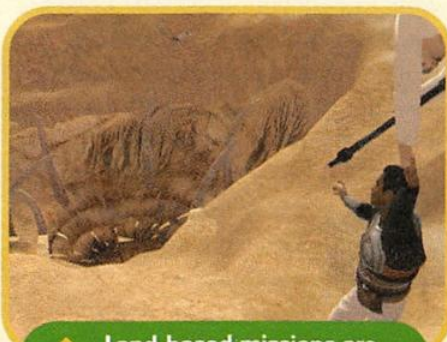
Chewbacca and Wedge. You'll also partake in a number of missions that tie together various loose ends that can be found within the films' rollercoaster plot. The exciting thing about Rebel Strike, however (aside from even better visuals), is the ability to now complete various missions on foot, with huge levels for you to traverse as well as a number of different vehicles that can be used along the way. Those Factor 5 boys must really eat their Weet-Bix!



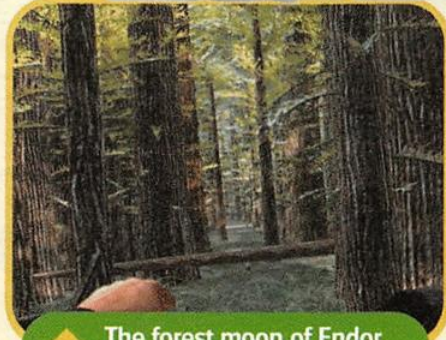
CUBE CORNER



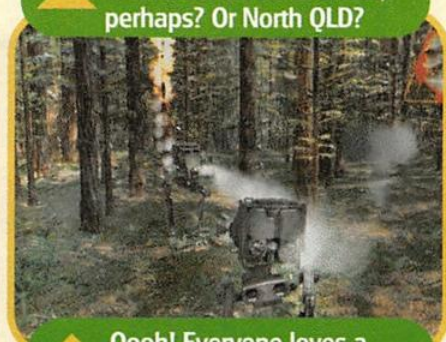
Have you ever seen a better looking Star Wars game?



Land-based missions are now a prominent feature.



The forest moon of Endor, perhaps? Or North QLD?



Oooh! Everyone loves a good AT-ST walker!

Prince of Persia: The Sands of Time

TYPE: Adventure

DISTRIBUTOR: Ubi Soft

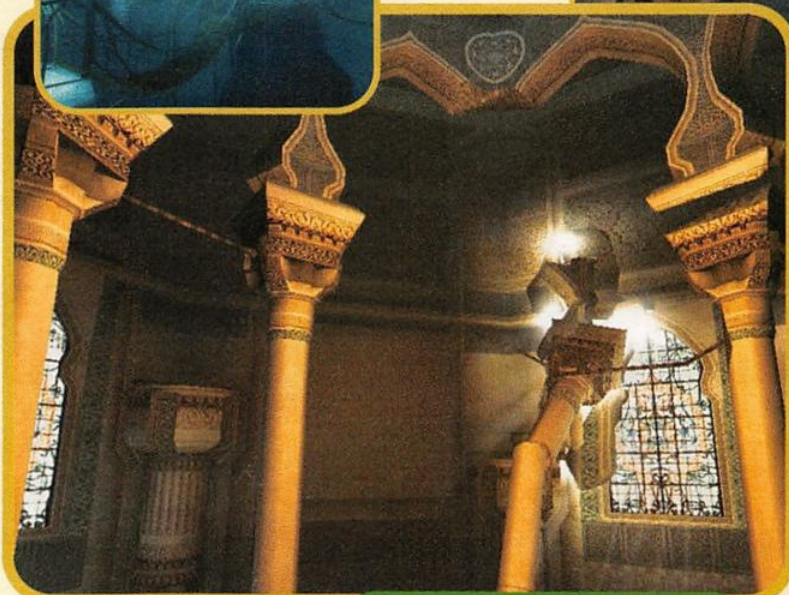
OUT: NOVEMBER

PLAYERS: 1

ANYONE LOOKING TO SINK THEIR

teeth into a seriously deep and inventive action/adventure title should mark their calendars for Prince of Persia. Based on a popular side-scrolling PC adventure from years ago, Prince of Persia: The Sands of Time throws you deep into an ancient and mythical time, where a young prince is about to embark on a most noble adventure. Jordan Mechner, the brain behind the brilliant series, has pulled out all the stops to ensure his highly anticipated follow-up to the PC smash hit was well worth the wait. Players can expect a beautiful game, filled with luscious visuals, fluid camera controls and deep and involving characters. You'll also be given control of a mystical dagger that can be used to rewind time, making this adventure an appealing and interesting undertaking indeed. If you loved the original game, chances are this one will be right up your alley.

Note the impressive real-time lighting there...



POP features some truly inspiring Arabic architecture.

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WORLD



Aww! They look like little Leggo people! How cute!



Actually, wait, she looks kinda creepy...

Animal Crossing

TYPE: RPG/Sim

DISTRIBUTOR: Nintendo

OUT: NOW

PLAYERS: 1

If you're an avid Nintendo fan, chances are you've known about this game for some time. Animal Crossing – for the uninitiated – has been sitting in Australian distribution limbo for some time, but thanks to the hard work of European localisation teams and Nintendo as a whole, Animal Crossing is at last arriving in your virtual backyard. The idea behind Animal Crossing is simple in approach, yet deep in design and execution. You're boarding a train heading for a town named by you. Within this

simply designed world, you have to work to earn your keep. The town's shopkeeper gives you a house on the grounds that you work for him. He'll give you all sorts of errands to run and this gives you an opportunity to meet a variety of strange animals that populate your town. Each animal seems to have their own agenda, and they all carry with them a unique character trait. Some will like you straight away, while others may be brash and downright mean. Another great aspect comes in the way time is treated in-game.

When you start the game for the first time, you'll be asked to set your clock and, if you tend to play at nights, you'll find your game is very different from the one day-players experience. It's another personal aspect of the game and another reason to be so quickly drawn into this wonderful world. Animal Crossing can also be uploaded to your GBA through your Link Cable, and if you use this function to its fullest, this title will be very rewarding indeed.

gba
WORLD

VERDICT



Whoah. That's one angry cat. Calm down, kitty!



Tom

Nothing!
I've got nothing!
Nada! Zero! Zip! Zilch!

The GBA-GCN functionality of this game is fantastic.



THE GAME THAT KEEPS ON GIVING

One great aspect of this game is that you can also use your GBA to make new patterns for the clothes you wear, and if you use the e-Reader Nintendo is releasing with the game, you can upload NES games, new animals and tons of exciting gifts as well! It really is the game that keeps on giving.



You think it's a hat, but she's actually a cone-head alien.

F-Zero GX

TYPE: RACING

DISTRIBUTOR: NINTENDO

OUT: NOW

PLAYERS: 1-4

Old-school Nintendo gamers will be very, very familiar with the world of F-Zero Grand Prix racing. First rearing its head on the SNES, F-Zero quickly became a cult classic within the Nintendo stable, and over the years, Captain Falcon and co. have had a pretty good run with the highly acclaimed F-Zero X on N64 and the more recent F-Zero Maximum Velocity on GBA. The latest iteration of the series on GameCube has been in development for quite a while and expectations were high. Would this newest title live up to the legacy of old?

Thankfully, the answer to that question is a big "yes!" This game pushes the powers of the GameCube to the max, presenting a bustling world brimming with bright lights, dark horizons, baron landscapes and oh-so much more. And while it really is a wonder to behold, the visuals ultimately take a back seat to the speed that has been the hallmark of the series from day one. The game zooms at a jaw-dropping 60 frames per second, but you could be forgiven for thinking it runs double that. It runs so fast that some of the wussier *GBA World* staff actually got motion sickness from looking at the screen! (*cough* - Ed)

F-Zero GX offers a number of different options from Grand Prix Mode, Time Trial and Battle to the new addition of Story Mode. Story Mode is the most interesting, dishing up an exciting (if cheesy) FMV propelled background narrative. The cut-scenes are absolutely stunning, but it's the missions in Story Mode that make the option worth the effort.

F-Zero GX is a fast, challenging and beautiful racing experience. Check it out.

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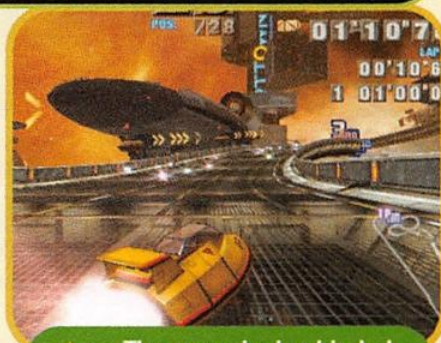
VERDICT



Look out! There's a Casper on the track!



Trippy visuals like this make for an exhilarating ride...



The racers look a bit drab, but they're bloody fast!



Just-about-to-get-run-over-by-Falcon-cam!

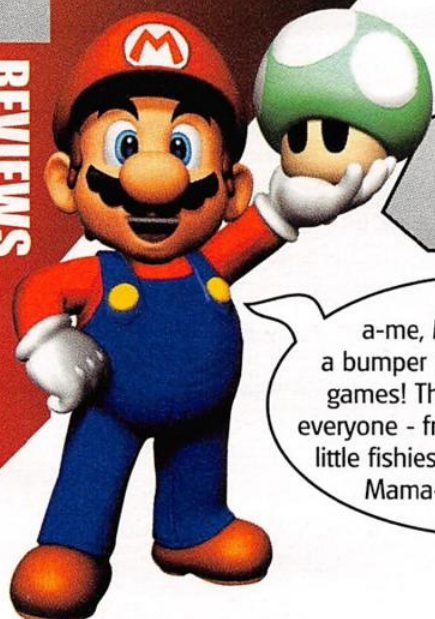


It's breathtaking, close-quarters racing like this that defines the F-Zero experience.

INCOMMUNICADO

A very cool fact about F-Zero GX is that you can transfer information about your character and races to its arcade brother, F-Zero AX. Simply take your memory card to your F-Zero AX-stocked arcade (call Nintendo of Australia to find out where) and insert it in the specially designed slot. Your times will then be available for all to see and challenge!





MARIO'S REVIEWS

It's-a-me, Mario! We've got a bumper month for great GBA games! There's something for everyone - from serious strategy to little fishies frolicking in the sea. Mama-mia! GBA rocks!



FINAL FANTASY TACTICS ADVANCE

GAME OF THE MONTH!

THE GBA WORLD REVIEW SYSTEM

gba
WORLD

Each game is played by every member GBA World team, and the final score represents the team's overall opinion. For the bigger games we also provide you with multiple opinions from several of the team to ensure every viewpoint is taken into account. We mark all our reviews out of five stars, including half-stars.

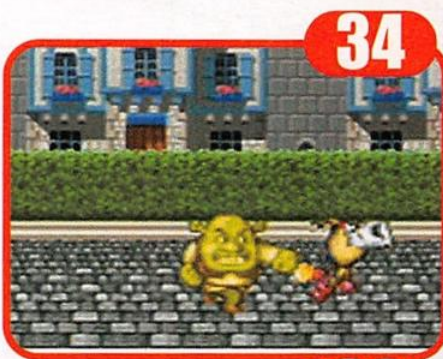
★ ★ ★ ★ ★	5 Stars	Excellent
★ ★ ★ ★ ☆	4 Stars	Great
★ ★ ★ ☆ ☆	3 Stars	Good
★ ★ ☆ ☆ ☆	2 Stars	Average
★ ☆ ☆ ☆ ☆	1 Star	Bad
☆ ☆ ☆ ☆ ☆	0 Stars	Awful



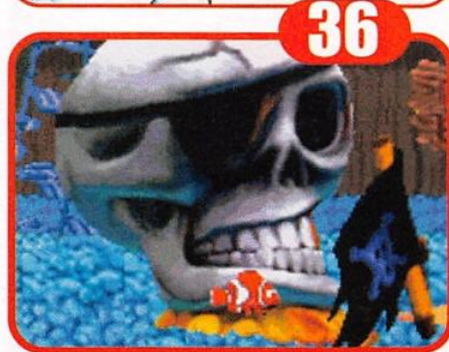
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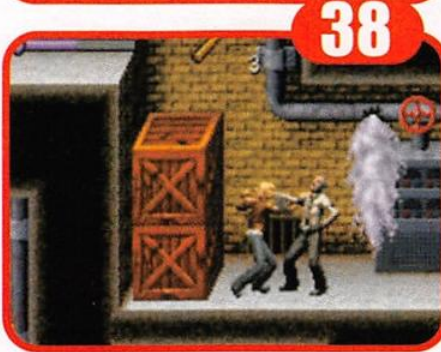
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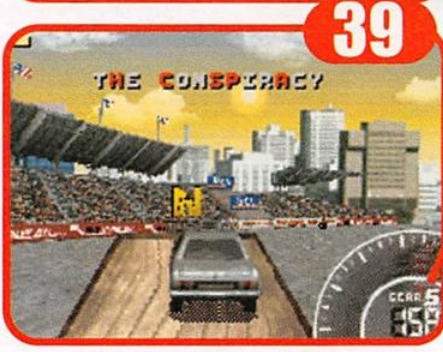
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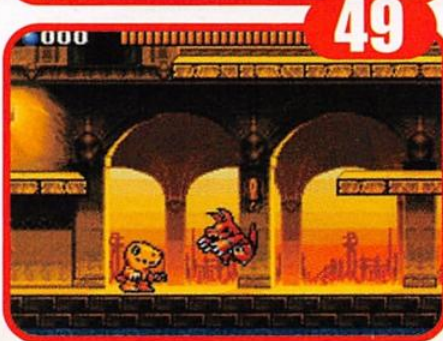
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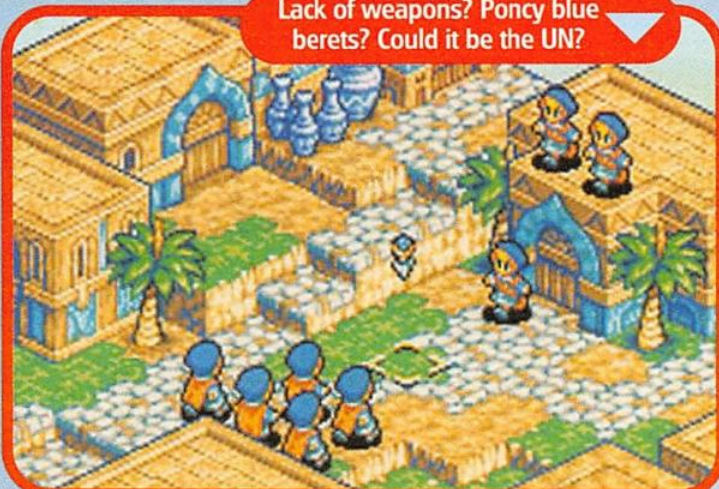
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"Friends, countryman ... lend me your ears. Your bunny ears, that is."



Lack of weapons? Poncy blue berets? Could it be the UN?

Final Fantasy Tactics Advance

► Type: Strategy

► Distributor: Nintendo

► Rating: G8+

► Link Cable Support: GBA

► Out: Now

JUST WHEN YOU THOUGHT GBA STRATEGY GAMES COULDN'T GET ANY BETTER...



Daniel

OK - I've been a Final Fantasy fan for years now and I've been waiting

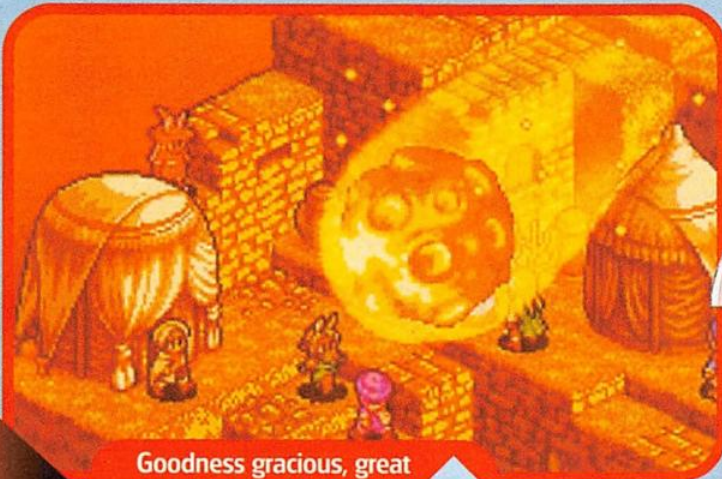
eagerly for FF: TA to come out ever since I heard it announced. So, even though I'm not the most impartial judge, you

have to believe me when I say that this is a very, very good game. If you have patience and a liking for good tactical battles, FF Tactics will impress you. If you're looking for some fast paced action and excitement, look elsewhere. Tactics is a deliberately paced game, necessitating some real dedication to reap the rewards - which are great. Give it some time and you'll be in love.



Ivalice - before the rift.

I believe the term for this is KA-BOOM!



Goodness gracious, great balls of fire!

WHY DON'T YOU GET A JOB?

Character development in FF: Tactics takes the form of "jobs", wherein each clan member adopts a specific role and learns skills appropriate to that role. There are something like 30 jobs available, most of which are advanced vocations available only after you've developed your characters in a particular way. You are free to change jobs at any time, but be careful - some jobs are only available to specific races.





March - before he dropped the 'e' and grew a stylish beard.



How about we switch?
Would that be better?
Let's start already!



How about you shut up and stop bossing me around?



Ness

From the moment their big dazzling eyes took control of my screen I was

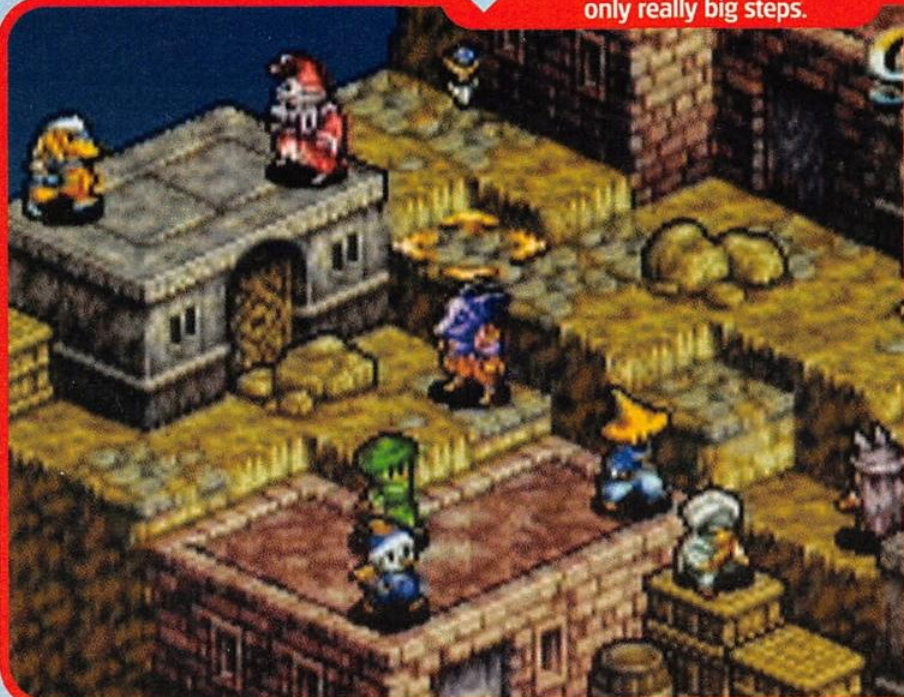
in love. Yes they

talk a lot, these delicately painted little characters, but oh! What an adventure they'll take you on. Hi, my name is Ness and I am a Final

Fantasy Addict. It's been 2 minutes and 15 seconds since I last played my last FF game. From snowball fights to everyone's fave, the Mogs, this game is packed with a serious cute factor that is backed up by tough turn based battle system in a magical world full of treacherous lands and some fantastic creatures. It is way too easy to become an addict.



In Ivalice, there are no hills - only really big steps.

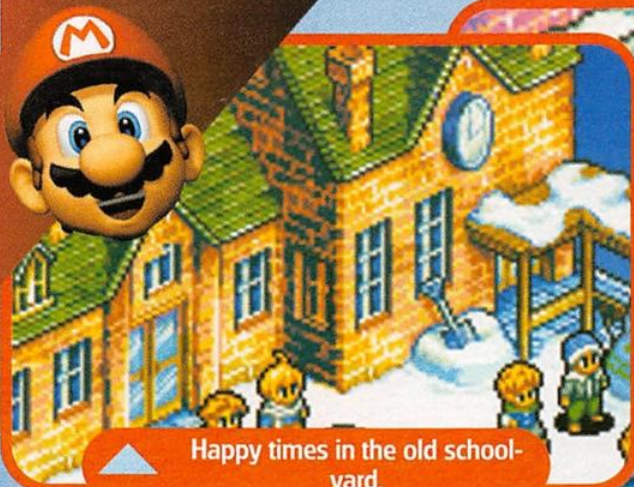


This is Ifrit - one of the wicked summon spells - in action.



Oops! That's a Red Card for you, mate! You're off to jail!





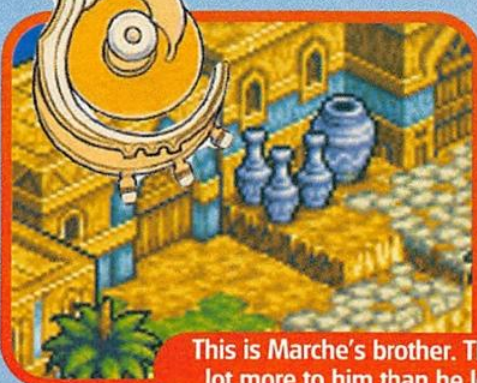
Tim

On the outside it looks like a cutesy Japanese cartoon,

complete with bunny creatures and spells with jumping sheep effects. All of this hides the sparkling tactical options including character classes, special abilities, magic weapons and

funky potions.

Putting together the perfect team and carefully choosing quests gives players something to think about between working on Walrus-based strategies, and the Law system forces you to keep it fresh. There's something special about watching your little bunny guy hammer hellhound after hellhound with a truly lame spell because it's the only legal attack on the board. Tactics is pretty, clever and loads of fun ... my kind of game.



This is Marche's brother. There's a lot more to him than he lets on.



I AM THE LAW!

One of the most intriguing aspects about this game is the "law" system used to dictate the flow of combat. Basically, what happens is that each combat encounter is subject to particular laws that define what can and can't be used by those participating. For example, a battle with "missiles" outlawed would effectively render any archers useless. Breaking laws results in the offender being given coloured penalty cards, depending on the seriousness of their transgression. Yellow cards result in penalties red cards will see your players sent to prison for a few battles, so make sure to stick to the rules!





▲ Marche performs his famous levitation trick.



▲ Fearsom warrior clan or a gang of trick or treaters?

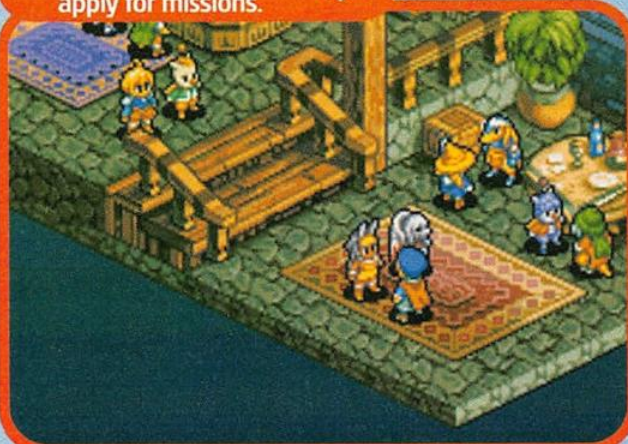
▼ "Man, the queues at this bar get worse every week..."



MUSIC TO OUR EARS

As you'd expect from a Square game, FF: Tactics features some amazing tunes that are on-par with if not superior to some of the classics of 16-bit game music, such as Final Fantasy VI and Chrono Trigger. The soundtrack's available online if you're interested, but it'll cost you a pretty penny to have it imported...

▼ The pub - come here to apply for missions.



▼ The pics are in Japanese, but we reviewed an English cart.

ここはプリズン。
正義と法の支配する場所。
どうかお静かに。

MENU

保釈

免罪

プリズンを出る



Dan

Not only is this the best game currently available for the GBA, it is

also one of the best games I've ever played on any platform ever. That's a big call, I know, but it's one that is entirely justified in the light of just how brilliant FF: Tactics truly is. We expected big things from this game and - boy - we haven't been

disappointed.

What we have, ladies and gents, is a breathtaking and seamless combination of RPG and turn-based-strategy fun. As the leader of a warrior clan, your task is to expand your influence and dominate the land of Ivalice by defeating monsters and rivals in a series of immensely enjoyable turn-based combat encounters. What these battles basically involve are small numbers of specialist units that perform specific roles to complement and support each

other tactically. This is where the RPG elements come in, because in order to have a well-rounded force, it is necessary to recruit new clan members and develop existing ones in such a way to make them strategically useful. The mechanics that drive this and the battle portions of the game are polished to the point of perfection and the result is an addictive experience without parallel.

Seriously, you need to play this game. It is magnificent in almost every way imaginable.

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VERDICT



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There's a pink jellyball...



Kirby: Nightmare in Dreamland

► Type: Platformer

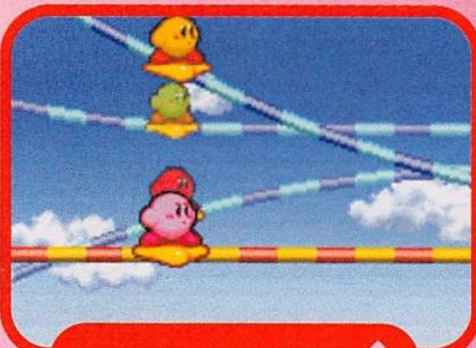
► Distributor: Nintendo

► Rating: G

► Link Cable Support: GBA

► Out: 2004

HE'S PINK, HE'S CUDDLY AND HE'S GOING TO EAT YOU WHOLE AND SPIT OUT YOUR REMAINS - EVERYBODY, SAY HELLO TO KIRBY!



Jet Set Radio – ADVANCE!



Patrick

Here's a game bound to be trivialised, even

shunned. "It's

too easy!" the eight-year-old mature gamer will insist. "And it's lame! This game is for little kids!" Squeaky fools! The hidden joys of Kirby will

not reveal themselves without effort from the gamer. Yes, you can beat the game with your eyes shut, but can you find all the secret areas, and steal all the special powers, and beat the game while holding your GBA upside-down? It's a beautifully designed game. Does it need to be frustratingly difficult for you to appreciate that?! *(Did you take your medication today, Patrick?- Ed)*



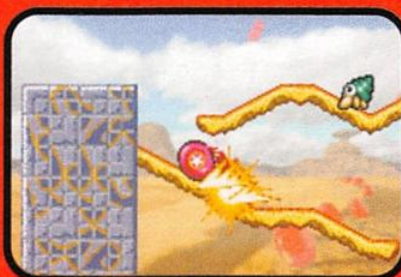
"You're wheels are no match for my spines"

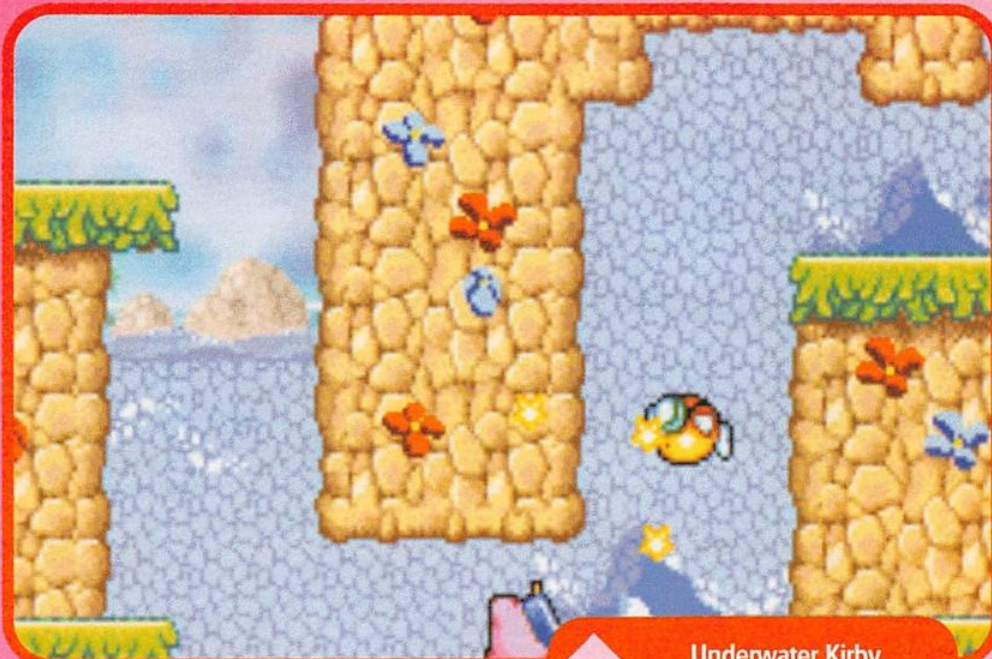


Synchronised Kirbies!

KIRBILITIES A

By pressing 'B', Kirby can suck nearby enemies into his mouth. Pressing Down on the pad has him swallow them. If they have an interesting talent, Kirby can assume that ability. These include a floating U.F.O Kirby, a Fire-breathing Kirby and a Wheelie Kirby. There are 30 abilities in all that Kirby can learn.





Underwater Kirby.

**MINI-GAMES GALORE**

Kirby can pick up extra lives or even new abilities in these:

QUICK DRAW: A timing game against an opponent to see who can hit the other first. Very challenging.

BOMB RALLY: Pass the parcel until someone blows up!

AIR GRIND: Grind to gain speed but don't hit the hazard.

One boss in two bodies.



Clock gets a Shock from the Rock.

**Agata**

I like a good, clean, wacky platformer – and what you get with Kirby

Nightmare in Dreamland is just that: a good, clean, wacky platformer. The first time I played Kirby in anything is Super Smash brothers Melee, and I have to say that there is a reason

why the little pink'n is my favorite – suck in a baddy and swallow them to take on their power (Fire, Tornado and Sword to name but a few). The level design is some of the best you'll see, with none being too long, too easy nor too hard. What more could you ask for? Did you say mini games? Kirby's got them too. All over, I'll be taking this one with me on any journey – be it to the corner store or Europe.

Warning! Fire hazard above!

FIRE

Fire!! Hot! So hot!
Too hot to touch!



Grr! How do I get that 1-Up?!



A classroom with bombs and skates.





"Dare you test MEEEE?!"

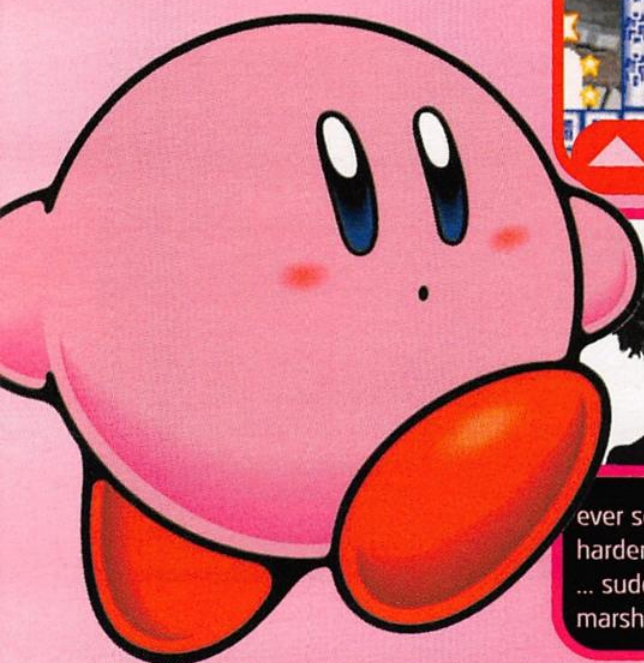
"I'm gonna suck you up."



Unlock secrets by hitting giant switches...



Kirby in ... Gladiator!



Dan

Quick Draw, man – Quick Draw. Quick Draw is the best goddamn mini-game I've ever seen. It's so intense! Two hardened gladiators ten-paces apart ... suddenly, BLAU, the pink-marshmallow's attacks faster than

the eye can follow and his opponent hits the dust in a crumpled heap. Your hands will shake and your palms will sweat, I guarantee it. Oh yes, and the rest of Kirby is really good too. There's jumping on platforms and, you know, sucking things up and spitting them out again. Now, back to the Kirby Corrales ... I've got some Quick Drawing to do...



Ducking won't help, Kirby!



Richard Simmons Kirby.

KIRBILITIES B

Just say you've got an ability that you're a bit sick of and you want to try out another. You just need to press Select and Kirby will spit that star ability out. Then you can suck in another enemy and continue.





Pick a door, any door...



Baby, you can ride my star...

GRAB THAT STAR

There are warp stars all over Kirby's Dreamland. These can either transport Kirby to a distant part of a level so he can continue, or even return you to a level that Kirby has already passed.



Kirby loses to Hammer Brother.



... And you lose some.

You win some...



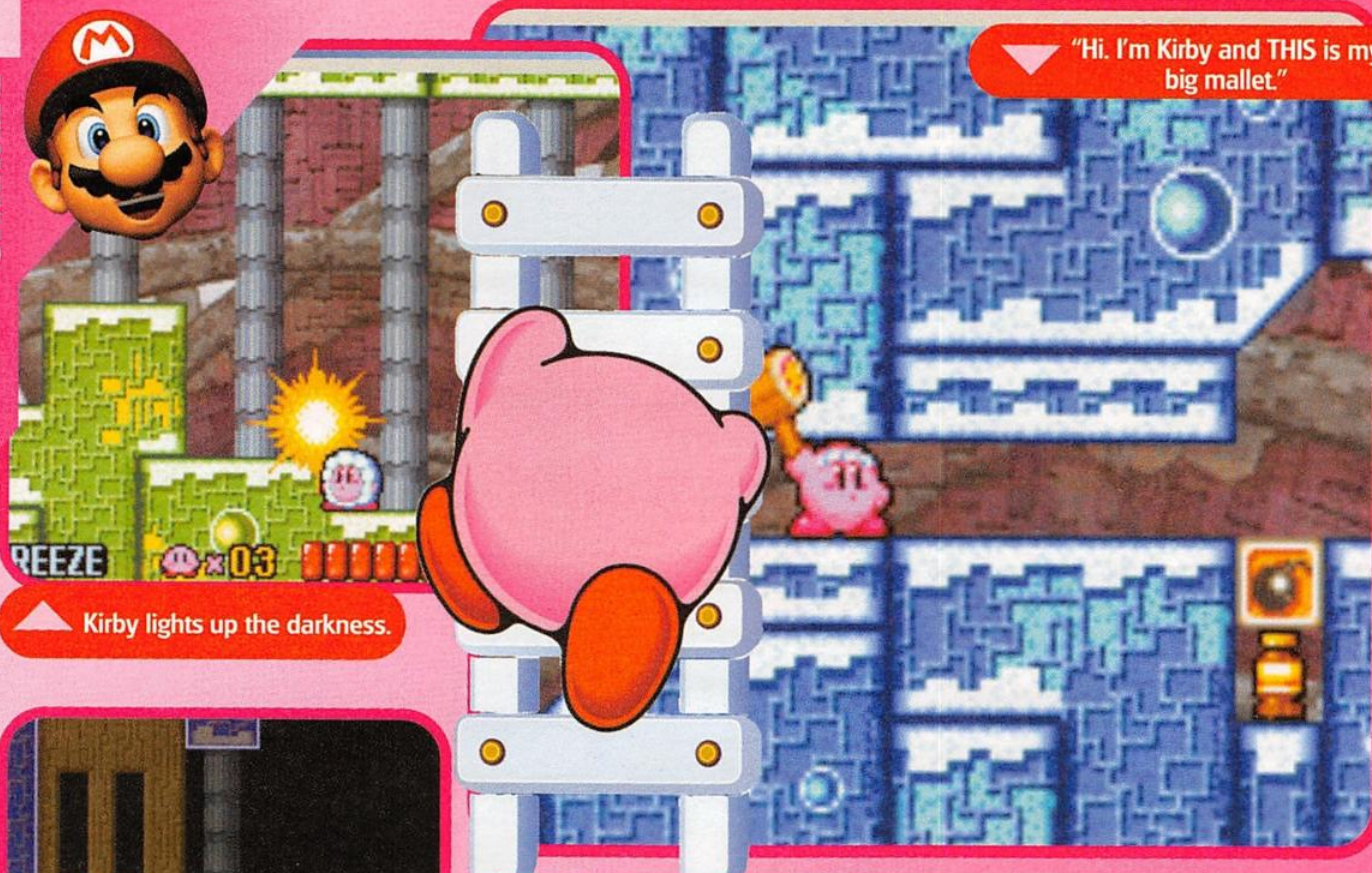
Daniel

Am I the only one who finds the whole concept of Kirby to be

more than a little disturbing? Let's look at him in detail for a second; he's pink, grotesquely obese, capable of inflating himself and

floating short distances, is capable of swallowing his own body weight whole and can mimic the powers of whatever he swallows. That's not right. How would *you* like to see a huge fat floating pink man trying to eat you? No wonder all of the so-called "villains" in dreamland want to stop him - they're all scared out of their minds. Ah, who am I kidding, I love the little guy - he rocks.





“Hi. I’m Kirby and THIS is my big mallet.”

▲ Kirby lights up the darkness.



▲ A Link to the Dark?



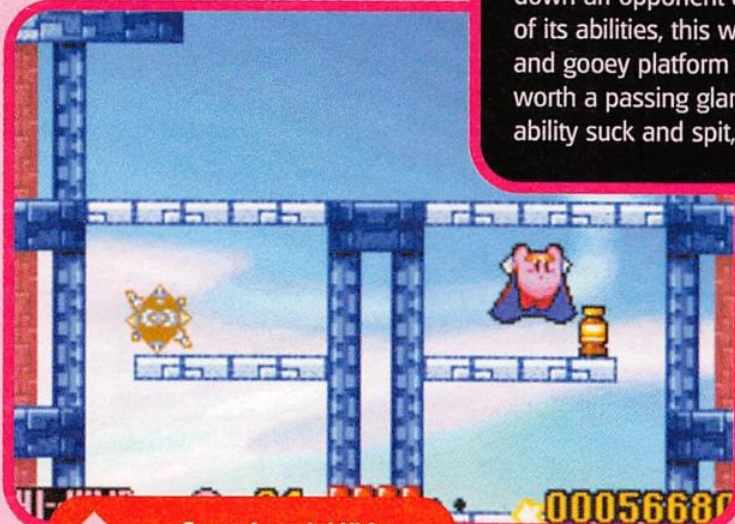
March

Kirby is a real greedy guts. And that’s the point really – without the ability to suck

down an opponent and pilfer one of its abilities, this would be a soft and gooey platform title barely worth a passing glance. With the ability suck and spit, things

become just a little bit more interesting... (*I’m not touching that one – Ed*)

And then there’s the multiplayer sub-games – oh, joy! Although there are only a few of ‘em, they’re an absolute gas. Bomb Rally is fun for four players, but the Air Grind race is better. My favourite is Quick Draw: test your reflexes in an old-school duel scenario. Yes indeed, Kirby is good, clean, simple fun done just the way we like it.



▲ Super Jumpin’ Kirby


▶ The Moon is just as nasty as the Sun




KIRBILITIES C

When Kirby is hit, he loses any ability he has. The star ability bounces away and remains in the level for a short while. If you’re quick enough Kirby can grab it again before it disappears






Head in the clouds, as usual...



A Flying Saucer – in my GBA!




A windy level – step lightly now.

BAD BOSSES

Bad Battles are a definite highlight of *Nightmare in Dreamland*. Not only do you see some wonderful bigger animations but these encounters are also the most challenging parts of the game. The Sun and Moon Bosses are just great!




Transformation!



...flaming Kirby.



John

Maker of the best 2D platform games on the planet?

Nintendo.

Platform that they ALL seem to appear on? GBA, bien sur. Kirby: *Nightmare in Dreamland* is another classic to come our way and there is little to distinguish it from 1993's *Kirby's Adventure*, which first appeared on the NES. Despite this,

Nintendo veterans and first timers are sure to appreciate the spriteliness and cheeky charm of this adorable title.

What makes Kirby such a delight? Control, variety and character. Kirby's moves are mapped perfectly on the GBA and are just so intuitive. The learning curve is very low. What's more, as Kirby progresses through, he picks up new abilities, and experimenting with them is half the joy. Although the game is easy to pick up, there are frequent injections

of new play styles to learn. Kirby's world is multi-coloured and playful – a great place to immerse yourself for a few hours at a time.

Complaints? It's very easy and a little on the short side. Secret elements are not hidden very well and the whole game can be finished in about 10 -15 hours. While the mini-games have nothing on *Wario Ware*, *Quick Draw* for one is really addictive. Kirby may be a breeze to finish, but he's almost impossible to put down. Perfect for younger players.

gba
WORLD

VERDICT

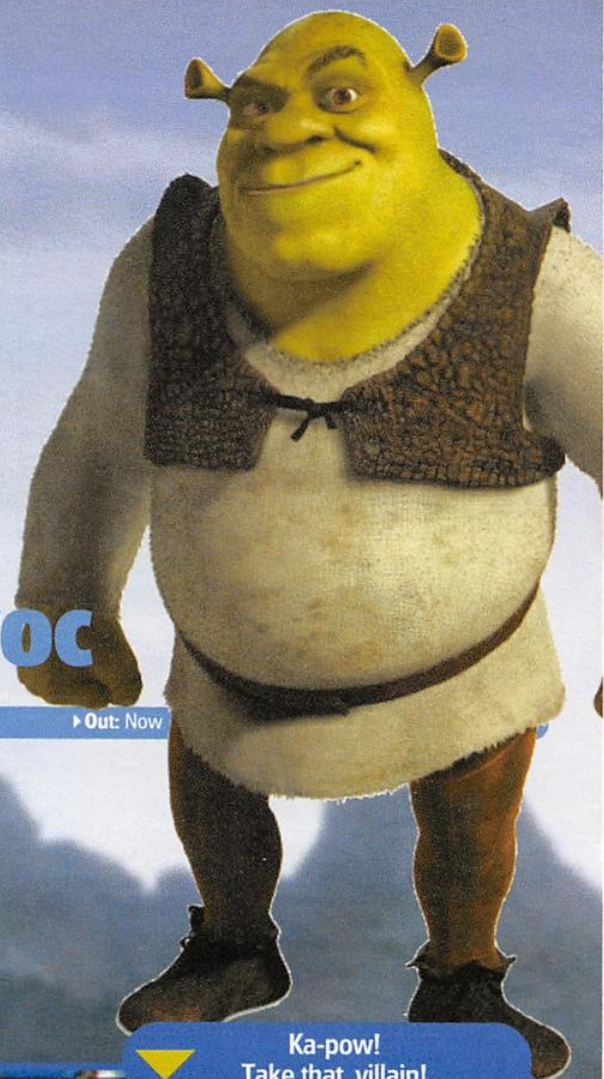


gba
WORLD

OCT/NOV 2003



Shrek: Reekin' Havoc



► Type: Platform ► Distributor: TDK ► Rating: G8+ ► Link Cable Support: No ► Out: Now

APPARENTLY, SUCCESS HAS GIVEN SHREK AND CO. BIG HEADS. LITERALLY!



Dan

Much to the surprise and disgust of pretty much everyone I've ever met, I've

not actually seen the Shrek movie. I'm assured it's all very funny, but the problem is that I just really hate Eddie Murphy and I understand that he stars in the movie as a wacky donkey of some sort. I'm all for wacky donkeys, except when they're voiced by Eddie Murphy. At any rate, not having seen Shrek the movie didn't hinder me from enjoying Shrek the GBA game. As Daniel says, Reekin' Havoc is a mildly entertaining romp hindered by sloppy controls and uninspired level design. It's great for fans, certainly, but forgettable for everyone else.

Ka-pow!
Take that, villain!



BOSSY BOOTS

The six major boss battles in Reekin' Havoc are fun, well designed and feature a number of favourite fairy-tale characters with special attacks tailored to suit their abilities. The first boss, an evil Pinocchio, sometimes detaches his feet to follow the player and kick them and at other times tries to impale them with his spear-like extendable nose.





"See this arm? Snap it like a twig, I could!"



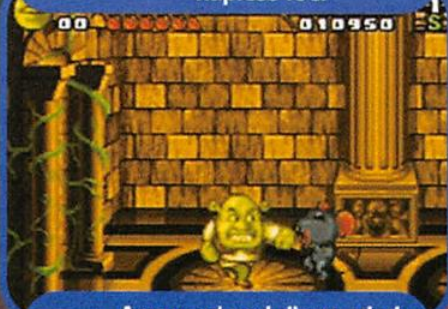
Wacky hijinks with Fiona.



Shrek and the Beanstalk?



Shrek pounding yet another hapless foe.



A unused and disgruntled teddy exacts his revenge.



Daniel

Take a movie license, the most amusingly named villain in recent

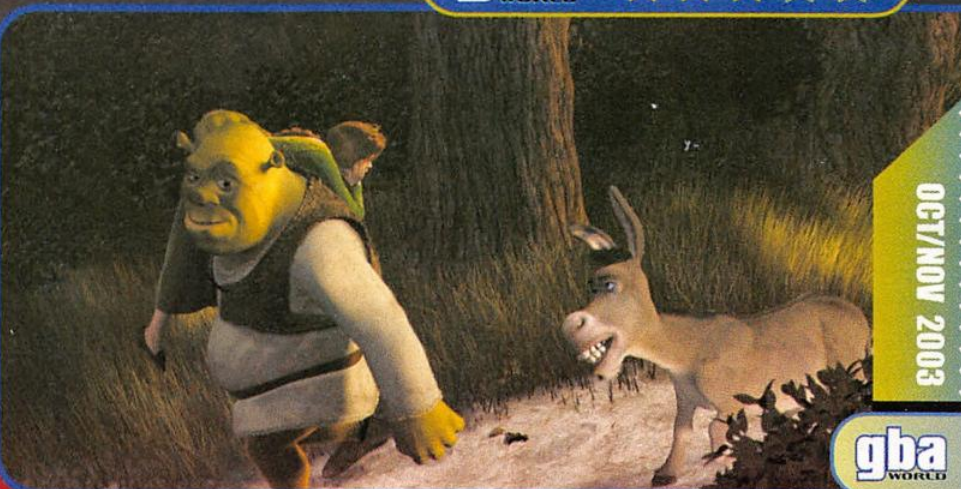
memory (Lord

Farquaad) and super-deformed giant heads and you'll wind up with something like Reekin' Havoc. "Hang on", I hear you say, "Wasn't Farquaad eaten by a dragon at the end of the film?" Well, yes, he was but since when has death kept a good villain down? A now ghostly Farquaad is possessing fairy-tale creatures around the land, which of course means that it's up to the titular ogre, Shrek and his lovely bride, Fiona (inexplicably returned to human form) to make their

way through six levels of candy coated violence, beating seven shades of snot out of all and sundry along the way to the final confrontation with the not so friendly deposed (and dead) ruler. Reekin' Havoc looks great but is ultimately let down by frustrating controls and a lack of any clear direction. At times the jump button will simply refuse to work, causing Shrek or Fiona to simply fall off a platform - very frustrating, especially during boss battles. Although based on a children's movie it seems as though the developers have tweaked to gameplay to suit more hardcore gamers, making Shrek: Reekin' Havoc too difficult for most littlies, even on the Normal difficulty setting.

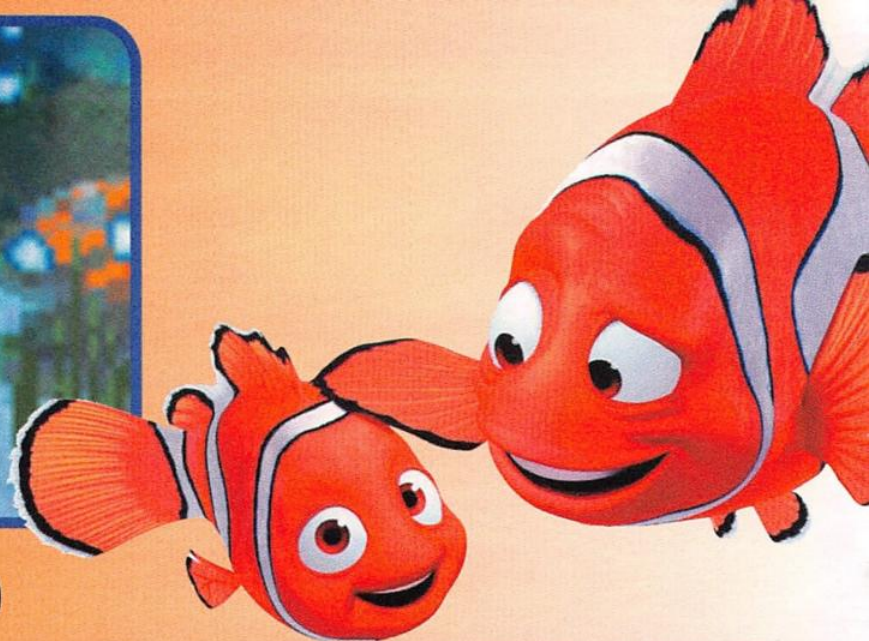
gba
WORLD

VERDICT
★★★★☆



OCT/NOV 2003

gba
WORLD



Finding Nemo

► Type: Platform

► Distributor: THQ

► Rating: G

► Link Cable Support: No

► Out: Now

LOOK, WE'VE FOUND HIM - HE'S RIGHT HERE IN THIS GBA CART! HOORAY!

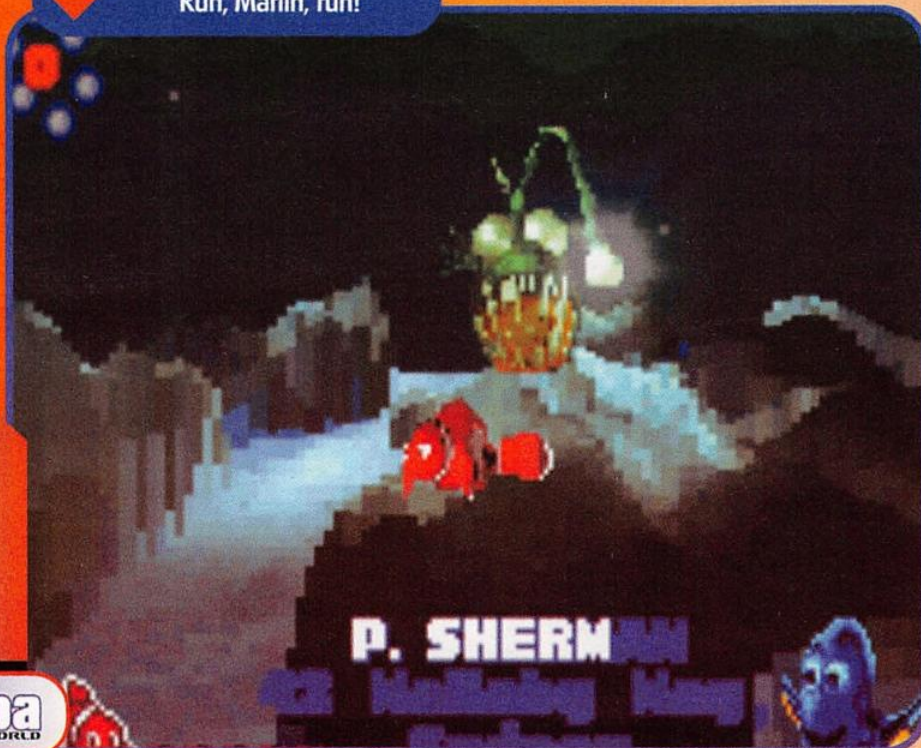


Dan

Finding Nemo is a surprisingly good little title. Being a movie cash-in, the jaded gamer in me expected a cheap rush-job constructed purely to drain the wallets of unsuspecting punters still

enamoured with the feature film. But no, I was wrong – THQ have obviously invested a lot of effort into bringing the world's most famous fish to life and the result is a fine platform/puzzle game that will keep you entertained for the entirety of its very short lifespan. Tim is right to say this game could've and should've been longer, but hey – what's there is great fun while it lasts.

Run, Marlin, run!

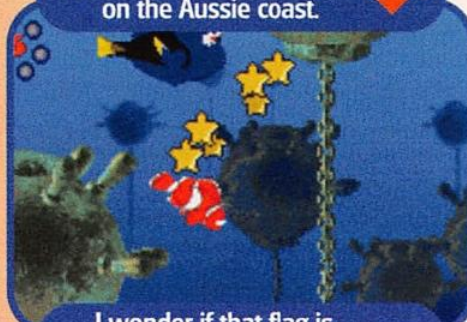


Hey, it's Sheldon. Isn't he cute?



I'm Sheldon. I think we're going to be good friends!

It's not easy to find mines on the Aussie coast.



I wonder if that flag is part of a puzzle.



Between levels you get to play fishy patience.



THAT'S FROM THE MOVIE!

The pictures straight from the movie fit nicely into the whole look and feel of game and set the scene just so. One of the good things about this game is that the levels you play through give a real feel for the flow of the story and the stills handle the rest.

Pearls make the oysters clam-up and let you past.



Mini game in motion. I caught the bubbles!



The jelly is not your friend.



Are you sure you want to go to school this year, Nemo? You cou

Tim



You've seen the movie and the tale of fishy friendship has captured your heart. It's

okay, it happens, we understand. Now, once you've bought the Nemo lunch box and pyjamas, you can dive into his adventures on the GBA. It'll soon have you swimming the oceans through beautiful screen after screen of cute characters and detailed backgrounds. Lovely.

Finding Nemo moves away from defeating opponents and into the clear water of

solving puzzles, finding keys, gathering stars, struggling against currents and dodging nasty creatures. Players control Nemo and his father, Marlin, and relive their movie exploits in twelve levels of platform-style swimming and problem solving. Although Finding Nemo won't set the gaming world on fire, some of the puzzles combine smart and cute in a pretty neat way.

The game isn't too hard, in general, which will suit most kids who hanker to play it. But, with only 12 levels on offer, GBA whizzes will have Nemo home in bed in a day or two and then you'll just need more movie merchandise.

If you're hopelessly under the spell of our little Clown Fish, but you just know your shark-like skills will gobble this up, a weekend rental could be the perfect way to splash out on Finding Nemo.

gba **VERDICT**
★★★★☆

FISH AREN'T MEANT TO WORRY ABOUT DOORS

Here's one of the puzzle levels in action. In this one Marlin has to flick the switches on the sunken submarine to open the doors. Sounds easy enough, except some doors only open when others are closed. Generally, a little experimenting will crack most puzzles.





GILES

"Okay, remember before you became Hugh Hefner, when you used to be a Watcher?"



BUFFY

I still can't believe I got a D+ in Women's Studies. I mean, I'm a woman. And I study...well, that is when I'm

"Irony's kind of ironic that way."

Buffy The Vampire Slayer: Wrath of the Darkhul King

► Type: Action ► Distributor: THQ ► Rating: G8+ ► Link Cable Support: No ► Out: Now

BUGGER BUFFY - WHERE'S OUR "SPIKE THE SUPER VAMPIRE" GAME?!



"It's a big rock. I can't wait to tell my friends. They don't have a rock this big."



"Well, you know what they say. 90% of the vampire slaying game is waiting"



Ness

There are many words I'd like to use to describe Buffy on the GBA, but we aren't allowed to put them in print. Let it be known, however, that I yelled many of them throughout my time with this game – on numerous occasions! Why? Because the controls are so utterly useless that I have played the opening level around 30 times. With no margin for error, if the system doesn't register just one of your commands, you die – and that throws you to the beginning of the level to start all

over. Just thinking about it ... Uh-oh! Here come those words again!

With the exception of a stake-stabbing action, Buffy is utterly generic. The gameplay consists of saving the same guy over and over again for little reward. Yes, I know Giles likes his books, but it gets ridiculous after the third time! The weapons look great, but most are mainly there for the "wow" factor and you will always resort back to trusty Mr. Pointy.

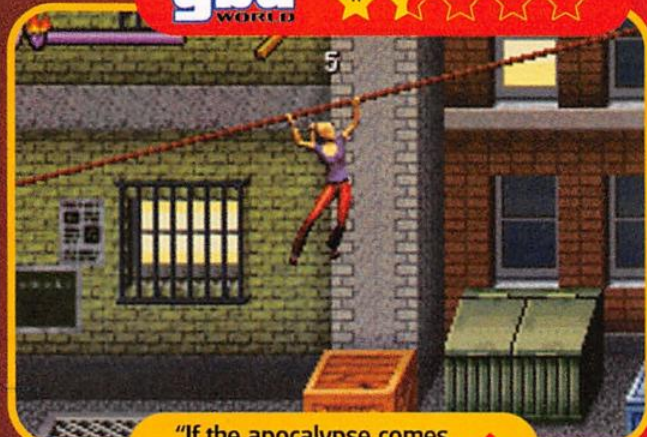
The game is based on Season 4, so you'll see great characters including Willow (*Rrowr! – Ed*), Xander and Reily (*Boo! – Ed*), but it's all a big tease given that you can't play as anyone but Buffy. Very disappointing!

gba
world

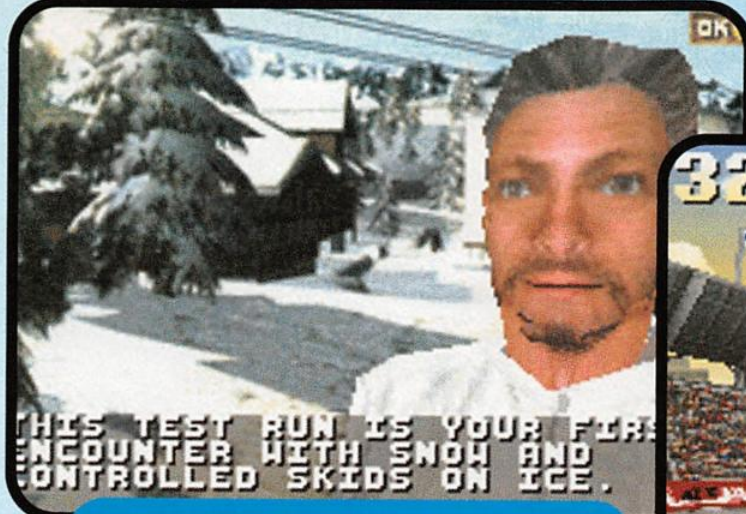
VERDICT



"So, what, are we helpless? Puppets?"



"If the apocalypse comes, keep me"



Just wish I had some ice chains...



Stuntman

► Type: Racing

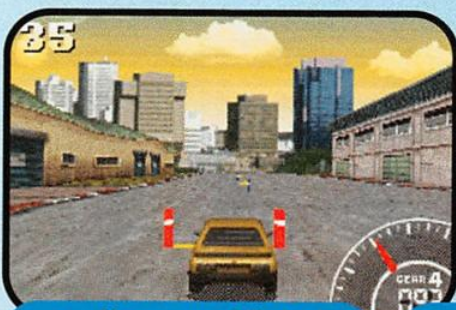
► Distributor: Atari

► Rating: G8+

► Link Cable Support: No

► Out: Now

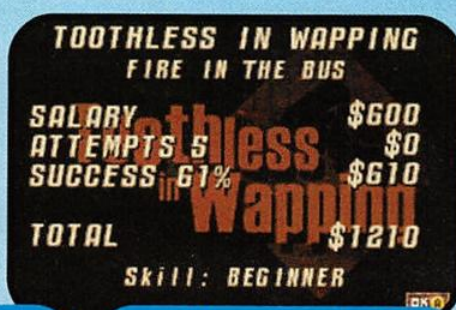
FINALLY: A RACING GAME WHERE YOU'RE REWARDED FOR SMASHING YOUR CAR INTO TINY PIECES OF FLAMING DEBRIS!



Hone your skills in the Arena precision test.



By bustin' your hump in films, you can eventually access this pricey arena.



Hmmm... not bad for a few minutes work...



Agata

If you are like many people that I know, driving

games are a

bit of a challenge - trying not to hit the walls, stay in the lead and, in my case, trying not to start spinning uncontrollably on the sand dunes.

Nowadays, thanks to Stuntman, the aim of the game IS to hit walls, crash into boxes and spin 180 degrees. 'Cause, well, you are the Stuntman - earning cash from car chases, weaving through city traffic and crashing into haystacks. You can then spend your cash buying cars and hiring arenas to

stage more tricks while grabbing letters on your way. (Otherwise you'd be able to just muck about in the car, and how much fun would that be?)

Although Stuntman has proven popular on some of the living-room consoles, it doesn't make the move to the small screen very well. Instructions are hard to see, you've got no idea what lies ahead and the controls can be a right let down at times. The time constraints also mean that if you don't get good quickly, you'll lose interest even faster.

Even though it's something different for race fans, it's not a carefully thought out package and should be approached as such.

CAN YOU HEAR ME?

Like in a real movie set, instructions are radioed into you whilst you drive. Without these instructions, this game would be even harder to play than it already is. Real bummer for those of us who like to play without sound (so you don't wake everyone up). Keep headphones handy!



gba
WORLD

VERDICT



gba
WORLD

OCT/NOV 2003

Spraycans provide fuel for graffiti tagging.

Jet Set Radio

► **Out:** Now

JET SET RADIO - THE ONLY GAME ON THE GBA TO COME WITH ITS OWN ANTI-GRAFFITI WARNING. PUT DOWN THOSE SPRAYCANS, KIDS!



This is DJ Professor K. He's your boss. Fear him.



Fiona

This is a really cool concept for a game. In the streets of Tokyo-to, a

city that "doesn't appear on any maps", you and your gang, the GG's, have to do tricks on your blades and graffiti everything while avoiding the police and

rival gangs. All this to surprisingly funky music. The controls are touchy and designed for a fast game, which made learning irritating but it's lots of fun once you get the hang of them. You can grind up railings from a standing start, which made it a little unreal, but it helps if you don't have to worry about gravity when the police are after you!



Scaring pedestrians is just
so much fun!



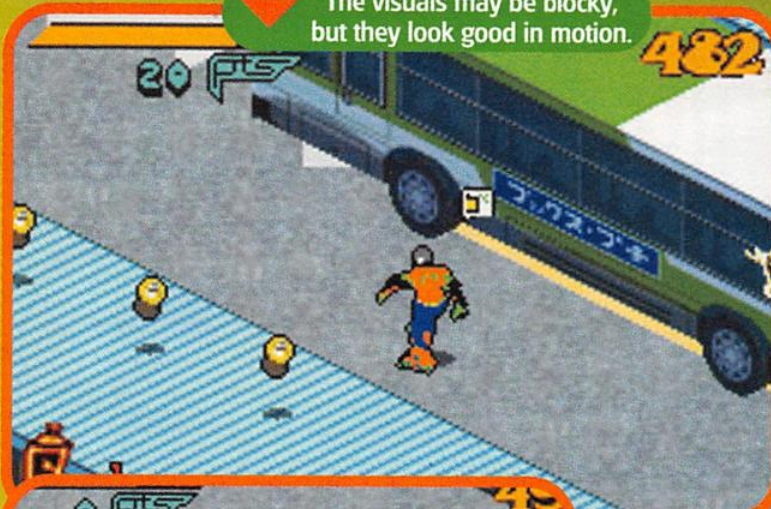
See those guys in white?
They're the cops. They suck.

RAILY, RAILY GOOD

Are you tired of hardcore skating-sims that require button pressing and joystick waggling to pull-off and maintain rail-slides and grinds? Well, say hello to JSR – the game where endlessly long rail-slides and wall grinds come at the mere press of a button! You can slide rails for more than a minute without having to do a single thing! Great for the lazy and uncoordinated!



The visuals may be blocky, but they look good in motion.

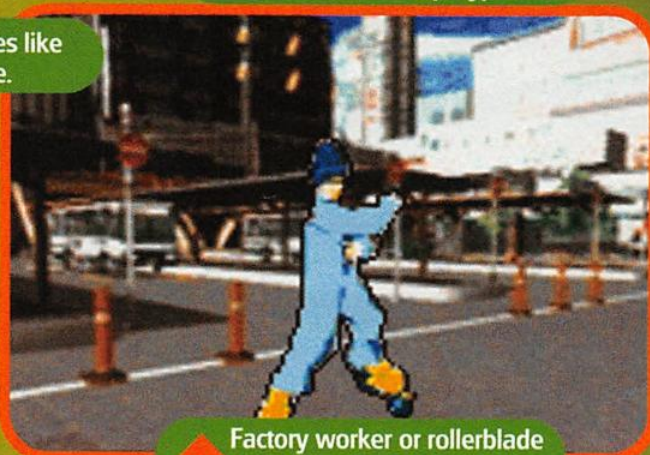


This is the map where you choose your next mission.



He's reaching into his pocket for a can of spraypaint...

Funky, comic-style cut-scenes like this permeate the game.



Factory worker or rollerblade gangsta? YOU decide!



Dan

Those of you who've already played the Xbox and Dreamcast

versions of Jet Set Radio will know that this is a very much a franchise that values style over substance. These previous iterations of JSR were good fun, certainly, but they lacked the depth of a Tony Hawk game and their lasting appeal can be almost entirely attributed to their

unique cell-shaded visuals and funky, star-laden soundtracks.

We thought JSR on the GBA would be a different experience. We assumed that – because of the technical limitations of the GBA – there'd be less style and more in-depth skating action. We were wrong ... on both counts, actually. Amazingly, JSR on the GBA exudes all the funk and style we've come to expect from this franchise. The graphics aren't exactly shell-shaded and the soundtrack isn't exactly CD

quality, but both do a more than admirable job of capturing the soul and spirit of the JSR experience. And the gameplay is as simple and straightforward as ever – skate around Tokyo-To and spraypaint everything in sight while dodging the law and rival rollerblade gang members.

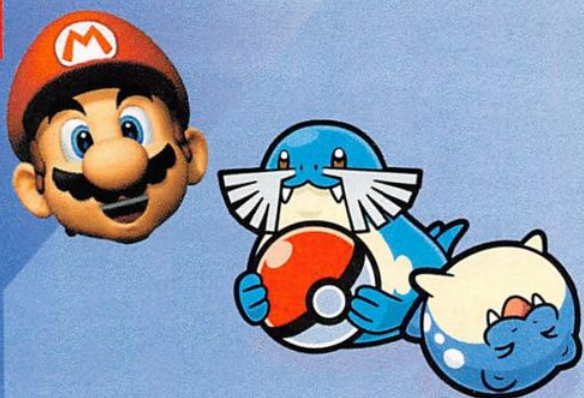
JSR GBA is a fun, if slightly shallow, skating romp that keeps the traditions of its franchise flowing in fine style. Fans of fast-paced action will love it.

gba
WORLD

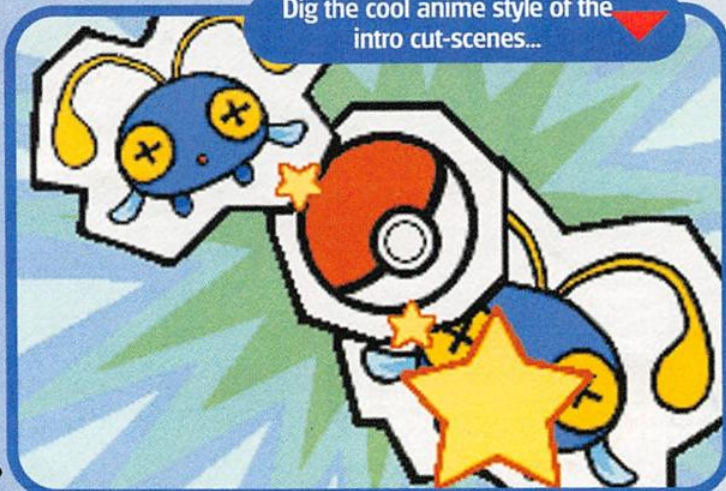
VERDICT



gba
WORLD



Dig the cool anime style of the intro cut-scenes...



Pokémon Pinball: Ruby and Sapphire

► Type: Arcade

► Distributor: Nintendo

► Rating: G

► Link Cable Support: No

► Out: Now

THERE'S ONLY ONE JOKE ABOUT "BALLS" IN THIS ENTIRE REVIEW - WE'RE PRETTY PROUD OF THAT!



Fiona

Pinball games have never been favourites of mine, apparently

consisting entirely of silly music, flashing lights and a tilt button. Pokémon Pinball has everything your usual pinball game has, but you also get to capture

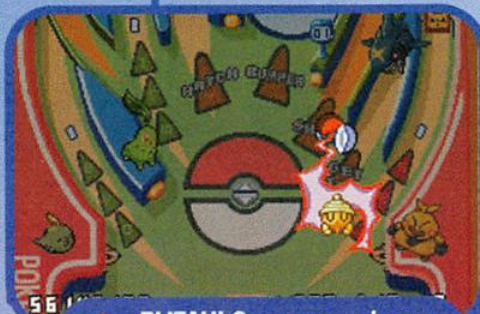
Pokémon then play to have your favourite ones evolve. There're also some cool bonus levels where you can smite enemies and rack up heaps of points. A very cute touch is Pikachu, who stands on the side ready to save your ball with a blast of electricity. As some light pinballing fun, with the chance to get to know 200 different Pokémon thrown in, Pokémon Pinball is great. Just don't expect immersive gaming.



Shoot the ball into the Pokémart (top-right) to buy goodies!



Pay attention to the arrows on the tables...



BLIZAU! One captured egg Pokémon for me!

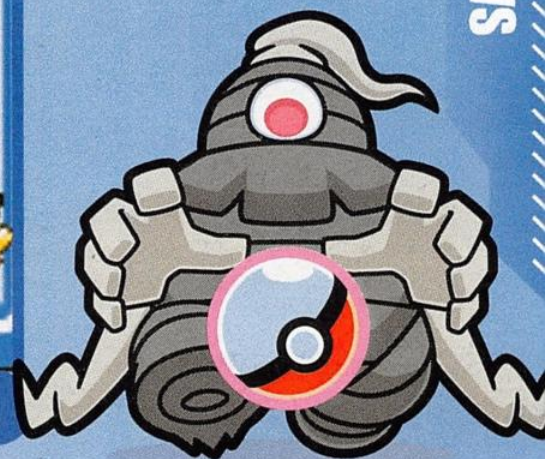
I AM THE EGG MAN...

Not only can you catch and evolve Pokémon to fill up your Pokédex – you can hatch them from eggs too! Once Egg Mode is activated, the newly hatched (and rather adorable) Pokémon will run around the table until you manage to hit it twice with your Pokéball.





Notice Pikachu in the corner. Isn't he adorable!



You know, pinball games are REALLY hard to caption...

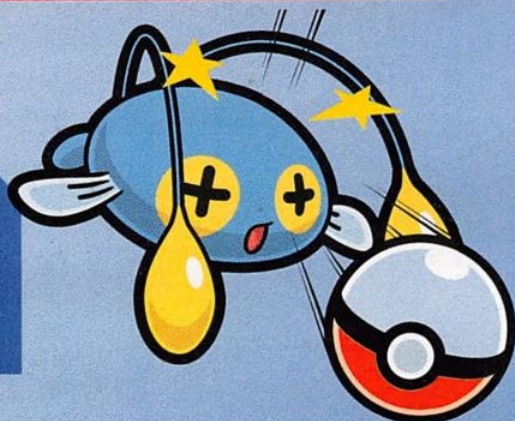
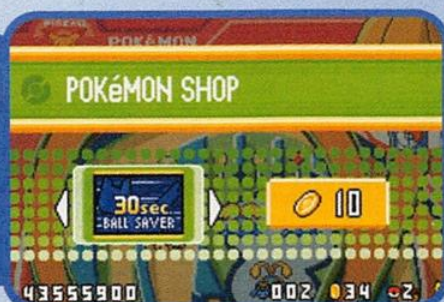


Daniel

There are far worse ways to kill time than playing pinball and when you combine the sheer simplicity of keeping a small metallic sphere in play with the addictive nature of monster catching you know you're onto a winner. Although the default controls (d-pad for left flipper and A for right) feel a bit clumsy you can switch the controls to the shoulder buttons. After this little change you'll lose hours (I did) trying to capture the 200 odd Pokémon in the game and evolve them for extra points. Speaking of which, I think it's time I got back to it...

LET'S GO SHOPPING!

New to Pokémon Pinball: Ruby and Sapphire is the ability to earn coins and spend them on such useful things as Ball Savers and Ball Upgrades. Shoot the ball into the Pokémon Mart gate and shop away!



Catching a Pokémon: The shadow in the middle represents a Pokémon.



Hit the bumpers to remove the shadow and reveal the Pokémon piece by piece...



Ah! A Swablu! Now all you have to do is hit it with your ball and you've got yourself a Pokémon!



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gba
WORLD



Oooh - bonus stage clear! Who's a Pokémon Pinball champ, then?



The tranquil environs of the Kecleon table. Ahhh.



The creepy Duskull table...

BONUS!

Light up the three Pokéball lights in the middle of the field by catching, hatching, or evolving Pokémon and you can access a number of bonus fields. These give you the opportunity to score some major points, as well as adding a little variation to the gameplay.



Tim

This pinball comes pokey packed. There are a couple of hundred Pokémon to

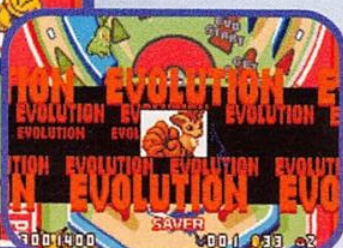
catch and evolve, there are mini-games revolving around precision-paddle-use from a chameleon hunt to walrus basketball, there is the ability to buy new pinball power-ups

and so on. That's all good.

On the actual pinball side, the ball doesn't move quite right, but it has a zippy bubble bounce all of its own, so that's no biggy.

There are only two full tables but, if you have to catch 'em all or love exploring odd places you can deflect a ball, the crowd of gimmicks will keep you paddling.

Evolution in progress. Darwin would be pleased.

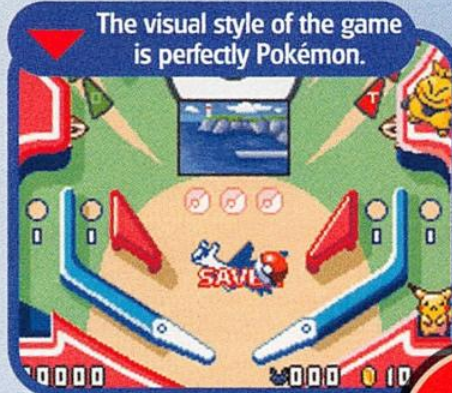


PIKA PIKA!

If the ball falls down one of the Out Lanes at the bottom of the table, Pikachu can send it back into action with a jolt of electricity. Get the "Pika" upgrade and Pichu will join in too!



The visual style of the game is perfectly Pokémon.



So, who likes to play with their Pokéballs before bedtime?



Eleanor

The original Pokémon Pinball for Game Boy Colour was the first

Pokémon game I ever played. I didn't even like Pokémon at the time. I loved Pokémon Pinball because it was a really good pinball game - with a twist. Not only do you aim to top the High Scores list, but you're also trying to complete your Pokédex by catching and evolving Pokémon as you play.

Pokémon Pinball: Ruby and Sapphire takes everything that made the original great (with the unfortunate exception of the in-cartridge rumble) and makes it even better. As you'd expect, there are plenty of new Pokémon to catch, as well as a number of new game modes. Perhaps the best thing about this game is that, just when you think you've worked it all out, it keeps coming up with little surprises. There are hours of fun to be had here.

When playing Pokémon Pinball:

Ruby and Sapphire, you'll notice how smoothly everything fits together. The visuals are crisp and colourful, the ball physics are spot-on and the soundtrack is catchy without becoming irritating. If you're a Pokémon fan who's looking for something a little different or someone who just enjoys a good pinball game, Pokémon Pinball: Ruby and Sapphire definitely won't disappoint.

So much fun it's scary.

gba
WORD

VERDICT



gba
WORD



For Ulala, groove is in the heart.



Dancing aliens make you smile at least.

Space Channel 5

Type: Arcade

Distributor: Atari

Rating: G 8+

Link Cable Support: No

Out: Now

TAKE NOTE, SANDRA SULLY: PINK HAIR + DANCING ALIENS = BEST DARN NEWS REPORT EVER!



Tim

Picture aliens invading Austin Powers and you get a good idea about what's going

down in Space

Channel 5. You control Ulala, a beautiful go-go dancing reporter who has been tasked with defeating a horde of nasty aliens by turning their own groovy dance moves back against them. Yep, SC 5 is a sci-fi rhythm/dance game, where our mini-skirt wearing hero has to follow alien dance routines to save the world.

Now, I might not be a poster boy for the myth that black people have rhythm, but I'm pretty handy on a dance floor and I sure as heck can

press buttons to a beat. None of that helped me here. There seems to be a strange delay in the controls, so you actually have to start the groove before Ulala tells you to – making it quite difficult to stay in rhythm with the action on screen. This is no good in a game that demands more precision than Russian gymnastics, because if you miss even one move you fail the entire routine.

Space Channel 5 looks good and has retro funk; it's just a pity that you have to be truly gifted to get anywhere. And even if you do have the touch, you're still out of luck because this game's lasting appeal is only a smidge longer than Ulala's mini.

Personally, I blame it on the boogie.

gba
WORLD

VERDICT



Every hostage freed equals a new groupie.



FAME!

I'm going to live forever...



I'm hitting the boss with my rhythm stick!



When rival reporters meet, dancing happens. Just like in real life.





The Simpson's: Road Rage

Link Cable Support: GBA

Distributor: THQ

Rating: G 8+

Out: Now

Type: Racing/Action

A QUICK OFFICE POLL REVEALS LENNY TO BE GBA WORLD'S FAVOURITE SIMPSONS CHARACTER. YAY LENNY!



Although Road Rage allows players to choose their favourite Simpson's character to play, the game still lacks any real ... character, for want of a better word. There are no speech samples and all of the familiar Springfield landmarks have been rendered flat, lifeless and unrecognisable.



Daniel

Take a dash of the Simpsons minus the charm, add it to

Crazy Taxi minus the fun and you might come up with a game like The Simpsons: Road Rage. It's a pity because the idea behind the game is very sound - Mr. Burns has cancelled all public transport in Springfield, so it's up to a cast of

lovable yellow characters to ferry people around town to rack up enough money to buy the mass transit system back from the evil billionaire. Four different game modes allow players to pick up fares and transport them across town, drive freely, carry out story-based missions and "perform" for selected characters. Perform is far and away the most enjoyable game mode as players must drive in such a way to keep their passenger happy to earn money before the time runs out - Snake likes to do anything

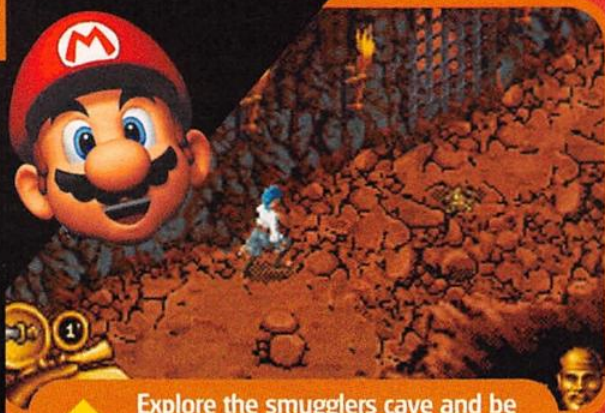
illegal like crashing cars and destroying property whereas Chief Wiggum prefers you to follow the road rules. Unfortunately whilst it all sounds good on paper, the graphics are so confusing that you'll find yourself spending more time bouncing off invisible walls than making it to your destination. This renders The Simpsons Road Rage a wasted opportunity and thoroughly disappointing as a result.

gba
WORLD

VERDICT



gba
WORLD



Explore the smugglers cave and be rewarded with more than just gold.



Dodging ship's cannons whilst firing your own can get quite hairy...

Pirates of the Caribbean

► Type: Adventure

► Distributor: TDK

► Rating: G8+

► Link Cable Support: No

► Out: Now

AGATA DEMANDED THIS ONE FOR REVIEW. SHE'S GOT A THING FOR JOHNNY DEPP, IT SEEMS ... BUT DON'T TELL HER WE TOLD YOU THAT!



Agata

Pirates of the Caribbean – The Curse of the Black Pearl is about to hit our cinema

shores, so of course a Film to game conversion was going to happen. The result? Well...

When I first loaded the game up, it like I was playing a Jolly Roger version of "Harry Potter" (complete with spazmo jump controls). The levels are even built the same, but I was pleasantly surprised that some thought went into the telling of the tale.

The story unfolds, bit by bit, via static cut-scenes as you complete

each level (all thankfully on the shorter side of things) – everything from hunting for treasure in smuggler caves to launching cannonballs at enemy ships in the water (which can be painful to control at times) are incorporated into the story. Collect coins to get better weapons for yourself and your ship, and ultimately get all the pieces to Barbarossa's map.

With a lot of random baddies to kill but not much in the way of health, this one can get a bit tough at times. Especially when lives are easily lost by falling off ledges and cliffs. Aside from that irk, though, this isn't too bad for a bit of fun. Particularly if you like pirates – and who doesn't? (Yarr! – Ed)

gba
WORLD

VERDICT

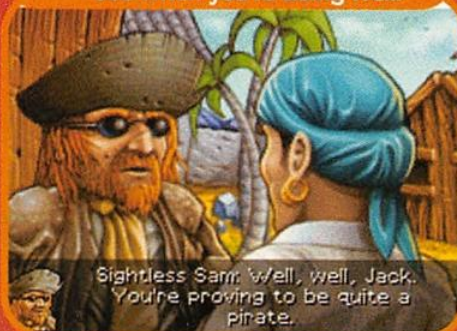
" "

Just like saving for a second GBA SP, only with more firepower!



Increases your ship's firepower

Although he's blind, Sam can see when you're doing well.



Sightless Sam: Well, well, Jack. You're proving to be quite a pirate.



Jack gave up on his hitchhikers sign when he realized no one could read it from the boat...

BEWARE THE BRITISH SOLDIER!

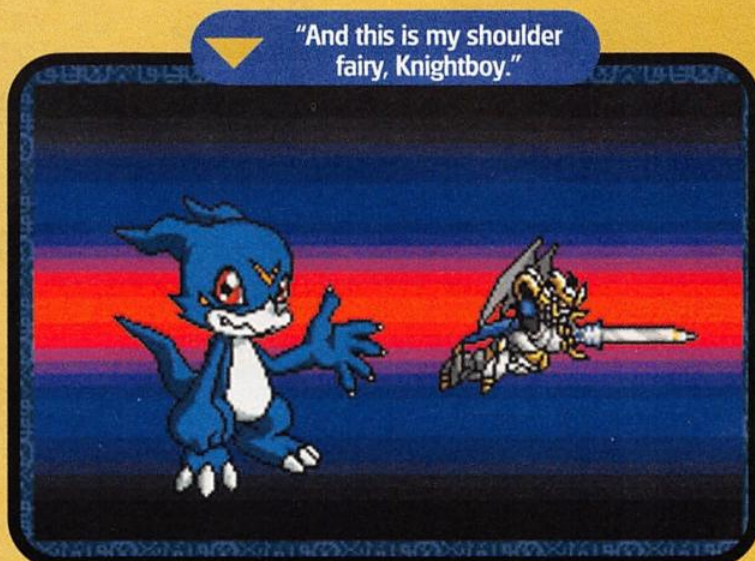
Whether you're hanging out about town, or sunning it down on the beach, British Soldiers are ready to give fight.

Thankfully, your sword automatically comes to hand when you get too close to a baddie and you can proceed to chop them up good and proper without any trouble. Eat blade, limey scum!





"And Agumon gets first place in the Digimon throwing competition!"



"And this is my shoulder fairy, Knightboy."

Digimon Battle Spirit

► Type: Fighting

► Distributor: Atari

► Rating: G8+

► Link Cable Support: GBA

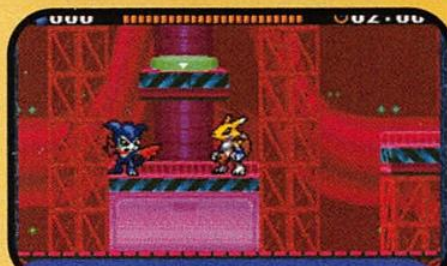
► Out: Now

IS IT JUST US OR ARE ALL THESE "MON" GAMES VERY SIMILAR? WHAT'S THAT? IT IS JUST US? RIGHT. ONTO THE REVIEW, THEN...

(Left) "Guilmon gets a fireball, and I get a pink rat! Hmph!"

(Centre) "Ahhh, my ears have needed cleaning out for ages!"

(Right) "Well, BLAAAGH to you too!"



Impmon practises his Michael Jackson dance moves...

TURD WITH A TONGUE

How weird is Sukamon! He blows kisses when he wins, he has no legs, and he looks like a turd with a tongue. Not convinced? Well, he throws a pink rat as his special weapon. Now that's odd. And to top it off, he digivolves into an orange chimpanzee! What the...?

"Baaarp!!! Oooh, excuse me! Must've been that curry..."



Fiona

Arrgh! It's one of those games. You know, where it seems so

cute, fun and harmless and then – bam! – Wormmon is fireballed out of the arena and you suddenly realise that mastering the controls requires the kind of dexterity ordinarily possessed by gymnast ninja-cats. All you can do then is mash buttons and scream:

AIEEEE!

Ahem Despite inciting the occasional frustration tantrum, Digimon Battle Spirit is GREAT fun. You kick, you punch, you twirl around and hit people with your ears. Combos of buttons create funky special moves, and pick-ups and digivolution create oh-so-fun unfair advantages. Compared to similar games, I'd say Digimon all the way. Just smacking other players isn't that interesting, but Battle Spirit's "collected-more-data-spheres-than-you!" scoring system

makes it about more than mashing the 'B' button. And with other, similar games there's always a character you can pick who has a stupid advantage and approximates to cheating e.g. Link (Smash Bros. Melee) and Dhalsim (Street Fighter 2. Damn his rubber legs!). Digimon seems to have a good balance between characters without making them too similar. Yay for that!

We strongly recommend this game. It's fast, fun and liable to break your thumbs. Go Renamon!

gba
WORLD

VERDICT



gba
WORLD

OCT/NOV 2003



LINK'S LETTERS

YOUR CHANCE TO HAVE YOUR SAY!



Nice anime from Rebekah Sorensen of NSW.

Sniff I want a turn!
Don't hog it Jane
Sniff Give me a go! I
want the GBA now
WHAAA!!



YEH! I
Caught Latios

Oh please
Spare us
Amber!

Hi Link,

I have some questions to ask you,

1. Is the Four Swords a linked game?
2. What are the new Zelda games?

3. What is The Legend of Zelda: The Wind Waker like?

Thanks for any info,
CALE WILLIAMS

Boy, you're not one for wasting time on pleasantries, Cale! To

answer your questions:

1. Yes, *Four Swords* is a link-up game and **ONLY** a link-up game.
2. There are two new *Zelda* games coming out to the GameCube – *Tetra's Trackers* and *Four Swords*. Both are multiplayer focused and rely heavily on GBA/GCN connectivity. Of course, I know all about them, but Dan won't let me tell! (Shhh! – Ed)
3. As we said in *Cube Corner* last month, *Wind Waker* is a beautiful game that absolutely everybody needs to play. It's well worth a purchase, especially if you can find a copy with limited edition bonus disc!

Dear Link,

First of all, I'll tell you that I am an RPG nut. I wish more RPGs would come onto the GBA, like *Chrono Trigger* or maybe even *The 7th Saga*. Anyway, I want to ask a few questions:

1. I've heard that a *Lufia* game was set for GBA – is this true and when will it be released in Australia?
2. When will *Sword of Mana* be released?
3. What will *LoTR: The Return of the King* be like?
4. Will there be a version of *Tony Hawk's: Underground* on GBA?
5. Will there ever be a game like *Age of Empires* or *Command & Conquer*, or is *Advance Wars* the only one?

Well that's about it. I have to go beat *Chrono Trigger* now.

ROWAN LACE

Ahh – a fellow RPG nut. My kind of guy!

1. The game you're referring to is called *Lufia: Ruins of Lore* and was due out in the US over two months ago. As yet, no release date has been set for Australia, but we imagine this'll change soon.
2. The best info we have at the moment suggests *Sword of Mana* will be out here just in time for Christmas, likely in early December. We'll have to wait and see. Why aren't you asking any questions about MY games?

the ultimate gba team



NESS



DANIEL



KOSTA



ELEANOR



AGATA



FIONA



CHRIS



KELLY



DAN



JACKSON



TIM



JOHN



LU



MARCH



Robyn Grellet keeps 'em coming!

1. Can I get a subscription to *GBA World*?
2. Are there any spare issues I can buy? Issue #1 would be good!
3. Is an SP worth buying?

**Thanks,
Joel Venables**

(P.S. This a little something I drew for you, I ain't the best artist, but I think you will like it just the same.)



Joel Venables' portrait of yours truly!

Hi Joel. Thanks for the pic of yours truly!

1. *I get asked this question a lot. For the record, Dan tells me that subscriptions aren't available yet, but may well be in the near future. If we DO end up offering subs, you can rest assured that we'll tell you about it!*
2. *Another question I get asked a lot. Unfortunately, there aren't any back issues of GBA World available for sale. We're just too popular for our own good! We'll tell you if that situation changes, though.*
3. *And yet ANOTHER question I get asked a lot. Short answer: yes. Long answer: only if you're unhappy with your current GBA.*

Dear Link,
Here (address deleted – Ed) is a site where you can download Game Boy and

Game Boy Advance [ROMs] for free. If you know any other site that you can download GBA games from, please send me it.

UNNAMED DODGY GIT

You know that downloading ROMs for games you don't own is **ILLEGAL**, right? You better not pirate any of MY games...

SAY HI TO LINK!

If you have a question to ask or just want to have your say.

You can write to Link at:
GBA World
76 Renwick St
Redfern
N.S.W. 2001
Or email
gba@next.com.au

WINNERS!

Here are all the competition winners from Issue #4, and the reason why they won...

Splinter Cell

ANNOUNCEMENT: Due to circumstances beyond our control, the prize for this comp is now a copy of Ubi Soft's upcoming *Prince of Persia* GBA game AND *Crouching Tiger, Hidden Dragon*. Ubi Soft and GBA World apologise for any inconvenience caused.

S. McNulty, Albany WA

You're a perverted individual. We like that!

C. Vidler, Fairy Meadow NSW

And so are you! What is it with our readers?

Mark Silipo, Pascoe Vale VIC

A detailed and well thought out piece of kit, Mark!

Michael Fay, Jadestone ACT

Remind me never to invite you round MY house!

Tony Gauci, Essendon VIC

Coolest. Idea. Ever.

Yu-Gi-Oh! Worldwide Edition

Shane Hayes, Corio VIC

Good point!

Kurt Handley, Malua Bay NSW

Thanks for the extra info ... we think.

Jordan Grant, QLD

You got lucky, pal!

Tom Ryan, Armidale NSW

So do we, Tom!

Anne Pritchard, Bray Park QLD

Flattery will get you nowhere ... most of the time.

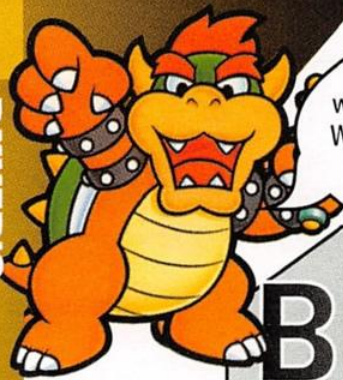
Prize Pack Combo Comp

Well, you guys certainly went to town with this one! We received hundreds of quality entries, with some really great C.O's that wouldn't look out of place in the next *Advance Wars* game! However, there can only be one winner and that is:

Robyn Grellet, Ararat VIC

One of GBA World's biggest fans, Robyn's incredible multi-page entry is a work without peer. Well done, Robyn! And thanks to everyone who entered - you guys rock!





Feh.
Look at who they got to
write MY Buyer's Guide this month!
With that pony beard of his, March
looks like a little gnome! I HATE
little gnomes! Grrrr!

BOWSER'S

BUYER'S GUIDE TO...

...Multiplayer Games



March

just an engrossing experience in your very own world. Playing with or against your friends adds a whole new dimension to gameplay.

Take a racing game like F-Zero, for example. It's a one-on-one race, there's a car right next to you, vying for your coveted first place position ... but, unlike normal, it's not a pre-programmed Artificial Intelligence (AI) routine that will do the same thing all the time. It's your best friend who's as unpredictable and clever as

you are. As good as singleplayer experiences can be, they are always set in the stone of a hard-coded programming routine, so will never change. The great thing about your friends is that

they offer a more unpredictable challenge, and their skill will change over time (as will yours), resulting in some wonderfully competitive play sessions.

All manner of gameplay styles accommodate multiplayer modes. Racing proves to be the most popular, but there are plenty of puzzle games out there to play

against others. A favourite in the office is the turn-based strategy game Advance Wars, as is the competitive dungeon crawl that is Zelda: Four Swords. What we looked for were games that feature game modes designed specifically for multiplayer (Four Swords, Mario Kart's Battle Mode and Bomberman Tournament being good examples), and games that translate well to

the multiplayer game style (Advance Wars being an excellent example). Most GBA titles feature a multiplayer mode, and the simple formula is that most games are more fun against people you know. What follows is our pick for the best of the best multiplayer games out there.

PLAYING THE SAME old GBA game you've always been playing by yourself in multiplayer form for the first time is a mind-altering experience. It will change you. It's sorta like discovering a microwave can also heat up underwear in winter, or that slippers make excellent negotiating tools with younger siblings, or that ... well, you get the point: the GBA is good for more than



Tools of the trade

Firstly, you'll need a GBA Link Cable to connect your GBA to your friends' GBAs. And you'll always need one less Link Cable than the number of people playing. So for four players, three GBA Link Cables are necessary to play.

Secondly, be aware that there are two overall types of multiplayer modes in the same GBA title, and these depend on how many game paks you have.

SINGLE-PAK: These are also called Multi-boot games, because only one player has the game pak and the rest don't. Single-pak games tend to have limited functionality (like one race track, one selectable racer, for example) because each player without a game-pak needs to download the data onto their GBA using the Link Cable.

MULTI-PAK: This is where every player in the group has a copy of the game. Because all the data is stored on each game pak, a much larger range of options is usually available.



...Link It Up!



Bomberman style gardening. Blast those weeds sky high!

One of the neat little mini-games available for play.

Lv: 003 HP: 009
Dfns 1st



Dorako attacks!

Bomberman + Aircraft = Terrorism.



Ah, looks like you
arri

Remember to always watch
out for your own blasts!



Bomberman Tournament

DISTRIBUTOR: ACTIVISION

PLAYERS: 1-4

SCORE: ★★★★★

BOMBERMAN ORIGINATED

as a multiplayer game, so it's no surprise that this title rates highly here at the ivory towers of *GBA World*: it's a formula that's proven itself time and time again as being bucketloads of fun. The aim is simple: be the last Bomberman standing. And how is this achieved? Ah-hah! By bombing your opponents, of course! But don't be too clever: you can be stopped by your own blasts too! With a variety of powerups to help you unleash against your pals, this is an essential multiplayer experience.

Kuru Kuru Kururin is a strange game. Fun, though!



PRESS START



DISTRIBUTOR: NINTENDO

PLAYERS: 1-4

SCORE: ★★★★★

Kuru Kuru Kururin

LINK-UP HERE

OFFERS A distinct challenge: it's a race to the finish line, but don't touch the sides or you'll be sent back to the beginning! This cautious racing game absolutely shines when played against people of a similar skill level to yours. A few words of advice though: practice lots in singleplayer!



All hail me - Goggles
McBiglips! Mwa ha ha!

It looks a lot more confusing
than it actually is.



Connectivity

Mortal Kombat: Deadly Alliance

DISTRIBUTOR: ACCLAIM

PLAYERS: 1-2

SCORE: ★★★★★☆



▲ This is the Krypt. Come here to unlock extra goodies.



▲ KW-ZACK - Scorpion cops a sword slash to the gut.



▲ Battles are tense, brutal and unpredictably fast...

▼ Interpretive Dance - Mortal Kombat style!



AN EXCELLENT one-on-one fighter on its own, but even stronger against a bud - thanks to the well-designed combat system. Combos and special moves are relatively easy to pull-off, but you can't button mash your way to victory. The result: deliciously competitive fighting.

Lord of the Rings: The Two Towers

DISTRIBUTOR: EA

PLAYERS: 1-2

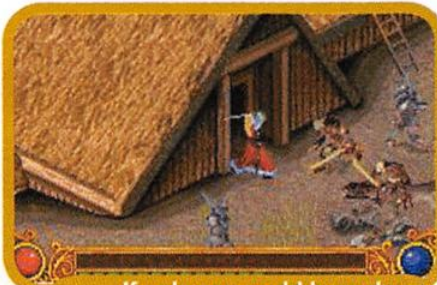
SCORE: ★★★★★☆



▲ I ... um ... have no idea what this is. Anyone?



▲ The ubiquitous snow level in all its powdery glory.



▲ If only you could burn down these huts...

▼ Hopefully, Return of the King will be even better.



OKAY, SO THERE ARE NO more than two players allowed, it doesn't include all of the levels from the singleplayer game, and the beginning of it all is a little too easy. But stick with it: the later stages of this action RPG more than make up for its minuses.



...Link It Up!

BUYER'S



F-Zero is absolute classic of the racing genre.



Uh-oh - those racers don't look too healthy. Better get to a repair strip!

DISTRIBUTOR: NINTENDO

F-Zero

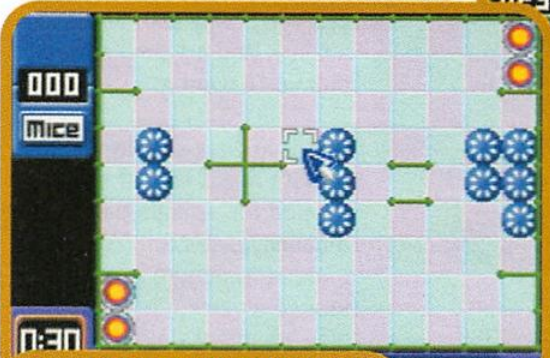
PLAYERS: 1-4

SCORE: ★★★★★☆

NO WEAPONS (as in Mario Kart), just pure, fast racing against your friends. Single-pak multiplayer gives you only one track to race on – but it's a good'n. Multi-pak racing is favoured, of course, thanks to the ability to choose any vehicle or track to race with. This is a must for racing enthusiasts.



Otherwise known as Kleptomania, I believe.



It almost looks like abstract modern art, doesn't it?

Chu-Chu Rocket Advance

DISTRIBUTOR: ATARI

PLAYERS: 1-4

SCORE: ★★★★★☆

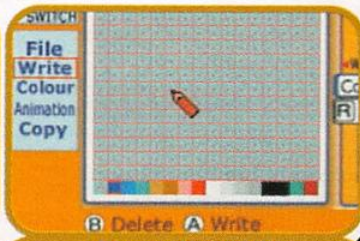
AVOID THE CATS! Guide the mice to your rocket! But don't let your friends get to them first – yes, it could only be the wacky Chu-Chu Rocket. This is tense multiplayer puzzle game that is perfect in short bursts.



The snaps aren't very exciting, but the game is.



Avoid the kitties and get to the rocket!



Does anyone else remember Mario Paint?

OCT/NOV 2003

gba WORLD



Connectivity

The Legend of Zelda: A Link to the Past/Four Swords

DISTRIBUTOR: NINTENDO

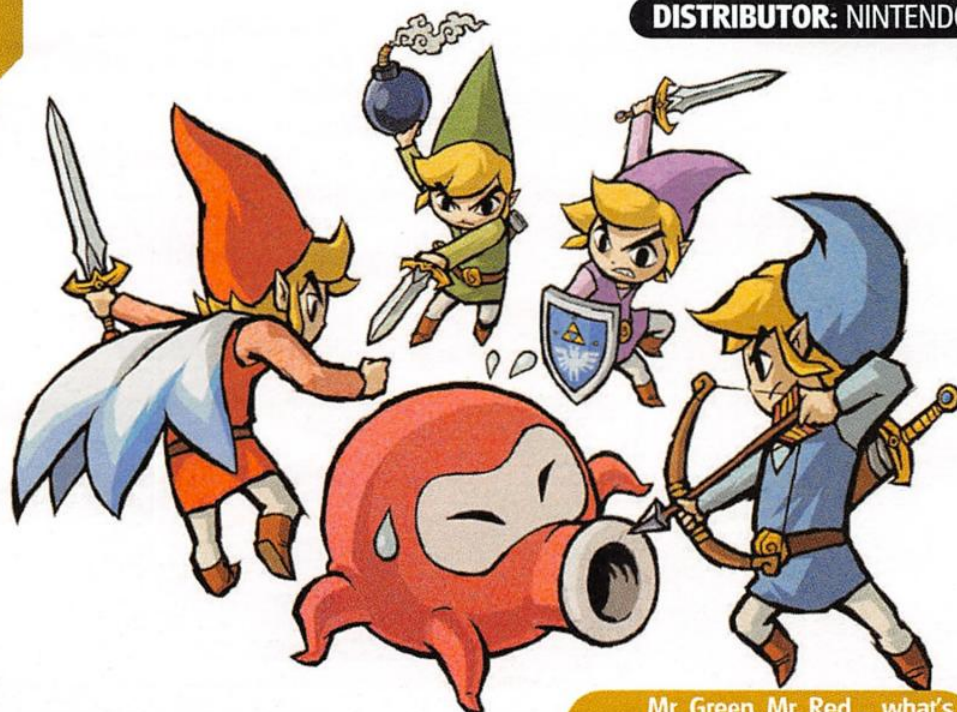
PLAYERS: 1-4

SCORE ★★★★★

A LONG TIME AGO, A LITTLE boy... Oh, sod the introduction – Link and his adventure, *The Legend of Zelda: A Link to the Past/Four Swords*, needs no introduction. As you should already know, it's the best singleplayer adventure/RPG on the system bar-none and – whaddya know? – it's also one of the best multiplayer games out there too. Successfully blending elements of co-operation and competition, this is an all-new adventure that takes what's good about the series and makes a superlative multiplayer adventure out of it.

The quantifiable goal of *Four Swords* is to collect as many Rupees (Hyrule's crystal currency) as possible to snag the Medal of Courage – so get them before your friends do! As much fun as that can be, the real joy comes from solving the many puzzles in the dungeons you traverse – most of which require co-operation with other players and the clever use of the many different items strategically placed throughout. With random game areas each time you play, this is a game that you can replay over and over again – and it's such a blast that you'll want to.

The only downside to this brilliant title is lack of any support for a single-pak multiplayer session. Yep, each budding Link here is going to require a version of the cart to play... but that's okay, because this is one GBA title you need to own.



Um ... you can let go of your head, Link. It won't fall off.



Mr. Green, Mr. Red ... what's this? Nintendo Reservoir Dogs?



The Link Lightshow Spectacular in action!



Purple Link prepares to kill his comrades and keep all the Rupees for himself...

...Link It Up!

Mario Kart Super Circuit

DISTRIBUTOR: NINTENDO

PLAYERS: 1-4

SCORE: ★★★★★

IF YOU'VE ONLY EVER

played Mario Kart on your own, then you're really missing out. As good as it is in singleplayer, multiplayer can be much more enjoyable; and four-player Mario Kart is really where it's at. As well as getting to unleash all those dastardly power-ups in standard race mode to ensure victory over your friends, players can take part in the more focused combat version of the game, the classic "battle mode". Here, players zip around pre-set courses trying to use power-ups to pop three

balloons off of their competitor's karts – all the while trying to protect their own! It's brilliant fun, and a welcome change of pace to the main racing game.

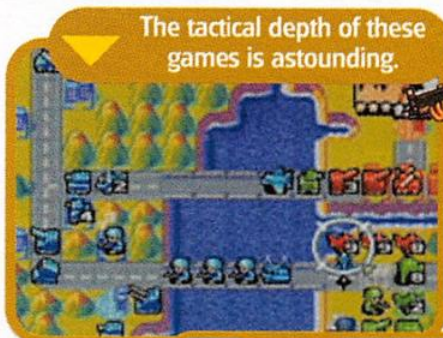
A single-pak multiplayer session lends itself to a choice of 4 basic tracks and only one playable character – the multi-coloured Yoshi. The multi-pak options are, as you'd expect, more comprehensive. All tracks, characters and a grand prix championship mode to play through – as well as the afore-mentioned battle mode!



The beach levels are an absolute hoot in multiplayer.



The tactical depth of these games is astounding.



This is strategy heaven. You MUST have these games.

Communist China vs. the UN? Or...?



John says exactly the same thing to us!



Advance Wars 1 & 2

DISTRIBUTOR: NINTENDO

PLAYERS: 1-4

SCORE: ★★★★★

ADVANCE WARS IS THE new chess for the console generation, offering a GBA multiplayer experience unlike any other currently out there. Games are usually long, drawn out affairs requiring cunning tactics and a well thought out strategy to win. An excellent one-on-one turn-based strategy game, Advance Wars also delivers with group battles (3-4 players duking it out).

How good is Advance Wars multiplayer? It's so good that John, *GBA World's* resident AW expert, travels everywhere with a copy of these two games just in case anybody wants to pick up some skills from the man

himself ... or challenge his current position as *GBA World's* Master CO. This is a testament to the game's playability and depth: even a year after release, we're still gladly polishing up our strategies and play styles.

It's possible to play a multiplayer game of Advance Wars on the same GBA, with players passing it around after they've taken their turn. But for shorter games on multiple GBAs, only a single game pak is needed: there may be only one map to play a game on, but it's small and therefore very focused. This is strategy heaven, people.



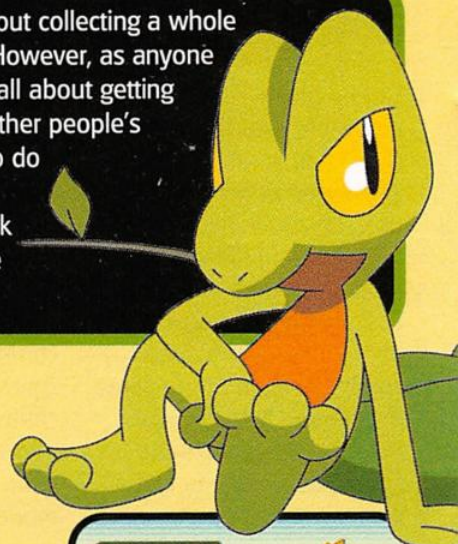
100% POKEMON

Battle Tactics and Training Advice



Eleanor

To the uninitiated, Pokémon appears to be a game about collecting a whole heap of adorable little creatures to keep as virtual pets. However, as anyone who has actually played Pokémon will tell you, it's really all about getting your adorable little creatures to lay the smack down on other people's adorable little creatures. This guide will show you how to do that. We'll run through some of the basics of Pokémon battles and show you how to train your Pokémon into peak fighting condition. Follow our advice and you too could be the Pokémon League Champion!



TYPE-MATCH UPS

When you use a move in battle, the damage it will inflict on your opponent's Pokémon is calculated based on a number of factors. Type is arguably the most important of these.

TYPE-MATCH UPS TABLE

The complex relationships between the 16 Pokémon types are central to the Pokémon combat system. Get yourself acquainted with this table. Your Pokémon will thank you for it!

DEFENDING POKÉMON



ATTACKING MOVE

	Bug	Dark	Dragon	Electric	Fighting	Fire	Flying	Ghost	Grass	Ground	Ice	Normal	Poison	Psychic	Rock	Steel	Water
Bug		■		●	●	●	●	■				●	■		●		
Dark		●		●			■						■		●		
Dragon			■												●		
Electric			●	●			■		●	×						■	
Fighting	●	■				●	×			■	■	●	●	■	■		
Fire	■		●		●			■		■				●	■	●	
Flying	■		●	■				■						●	●		
Ghost		●					■				×		■		●		
Grass	●		●		●	●			●	■		●		■	●	■	
Ground	●			■	■	×		●				■		■	■		
Ice			■		●	■		■	■	●					●	●	
Normal							×		●	●							
Poison								■	●			●			×		
Psychic		×		■					●			■	●		●		
Rock	■			●	■	■			●	■					●	●	
Steel			●		●				●	■				■	●	●	
Water			●		■			●	■					■		●	

■ SUPER-EFFECTIVE
● NOT VERY EFFECTIVE
× INEFFECTIVE



Understanding type match-ups is the key to success in Pokémon battles. If an attack is "super-effective", the damage inflicted is doubled. If an attack is "not very

effective", the damage inflicted is halved. Some types of moves won't have any effect at all on certain types of Pokémon. Very often, battles are won or lost on

the basis of the type of Pokémon and the type of moves you decide to use. You should familiarise yourself with all the Pokémon types and their respective pros and cons.

TYPE MATCH-UPS IN BATTLE

1: Using a Psychic-type move against a Fighting-type Pokémon makes this battle a piece of cake!



2: Using Poison Sting against this part Ground-type Nincada, however, isn't a great success...



3: A Ghost-type move against a Normal-type Pokémon? Now that's just plain silly!



Another important thing to remember is that the damage inflicted by a move is doubled when used by a Pokémon of the same type. For example, Water

Gun will be more powerful when used by the Water-type Marill than if used by, say, a Grass-type Pokémon such as Treecko. If a Pokémon uses a

move of the same type as itself and that move is super-effective, then the damage inflicted will be multiplied by a whopping four times!



• TRAINER TIP •

TYPE DISPLAY: Your Pokémon's type is displayed in the first summary screen. Remember – some Pokémon have two types.

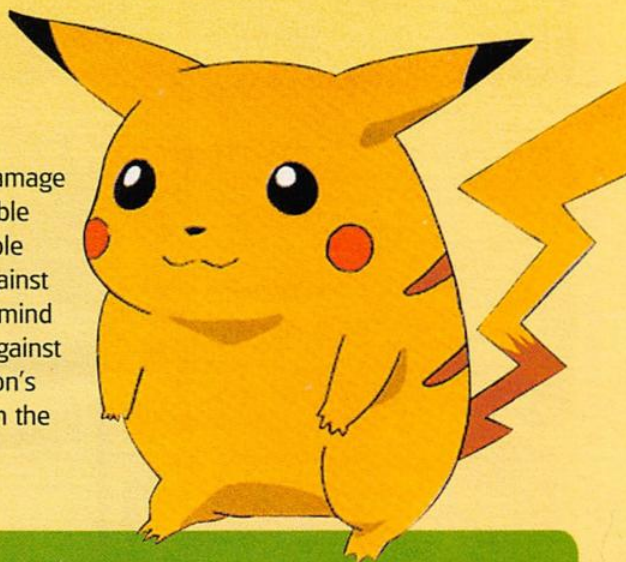
MOVE DISPLAY: The third summary screen shows the type of the Pokémon's moves. This information is also displayed when selecting a move to use in battle.





Type match-ups become a little complicated when the defending Pokémon has two types. The easiest way to understand what will happen when certain moves are used is to employ some simple mathematics. For example, if a move is super-effective against both of the defending Pokémon's types, then the overall damage multiplier

from the type match-up is: $\text{Damage} \times 2 \times 2 = \text{Damage} \times 4$. The table below summarises the possible outcomes for moves used against dual-type Pokémon. Bear in mind that if a move is ineffective against one of the defending Pokémon's types, it will have no effect on the Pokémon whatsoever.



EFFECTIVENESS AGAINST TYPE 1	EFFECTIVENESS AGAINST TYPE 2	OVERALL	DAMAGE MULTIPLIER
Super-effective	Super-effective	Super-effective	x 4
Super-effective	Neutral	Super-effective	x 2
Super-effective	Not very effective	Neutral	x 1
Neutral	Super-effective	Super-effective	x 2
Neutral	Neutral	Neutral	x 1
Neutral	Not very effective	Not very effective	x 1/2
Not very effective	Super-effective	Neutral	x 1
Not very effective	Neutral	Not very effective	x 1/2
Not very effective	Not very effective	Not very effective	x 1/4



POKÉMON STATISTICS

Look at your Pokémon's second summary screen and you'll see a table full of numbers. These are your Pokémon's statistics (or "stats", for short). Understanding what these numbers represent will help you identify your Pokémon's strengths and weaknesses.

Hit Points (HP): Determines the amount of damage your Pokémon can take in battle.

Attack: Determines the damage caused by physical attacks.

Defence: Determines resistance against physical attacks.

Special Attack: Determines the damage caused by special attacks.

Special Defence: Determines resistance against special attacks.

Speed: Determines which Pokémon will strike first in battle.



Info on Type, Nature and Abilities is found here...



While info on Stats, Exp. and Items resides here.

PHYSICAL AND SPECIAL ATTACKS

Pokémon moves are classed as "Physical" or "Special" depending on their type.

PHYSICAL ATTACK TYPES: Bug, Fighting, Flying, Ghost, Ground, Normal, Poison, Rock, Steel.
SPECIAL ATTACK TYPES: Dark, Dragon, Electric, Fire, Grass, Ice, Psychic, Water.

There are a number of moves that temporarily change the stats of your Pokémon or your opponent Pokémon. Don't overlook them simply because they don't cause any damage – knowing when to use these moves

can be the key to winning. For example, lowering your opponent's Attack or raising your Pokémon's Defence will mean that your Pokémon takes less damage during the course of the battle. Very handy!

POKÉMON PERSONALITIES AND ABILITIES

These are additional characteristics of your Pokémon that are new to the Ruby and Sapphire versions. Your Pokémon's personality type (or nature) is listed on the first

summary screen. This information isn't just there to help you think up cool nicknames – your Pokémon's personality type will affect the way it grows. For example, a "Lonely"

Pokémon will have increased Attack, but decreased Defence, whereas an "Impish" Pokémon will have higher defence and lower SP. Attack. Take a look at this table...

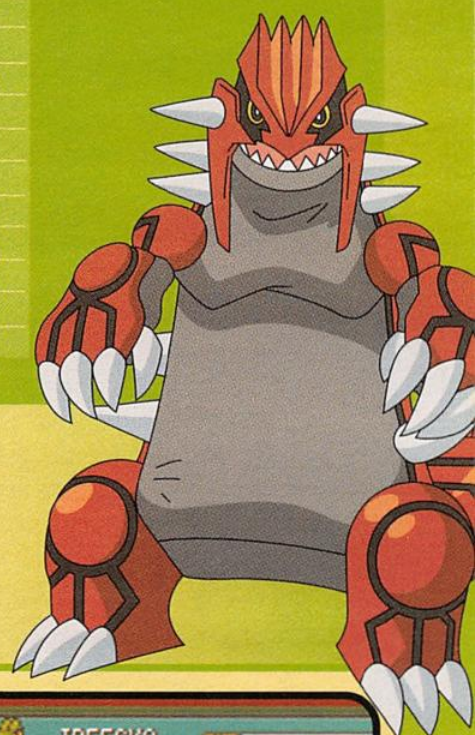
100 PERCENT

PERSONALITY	ATTACK	DEFENCE	SP. ATK.	SP. DEF.	SPEED
Lonely	⤴	⤵			
Adamant	⤴		⤴		
Naughty	⤴			⤵	
Brave	⤴				⤵
Bold		⤵			
Impish		⤴	⤵		
Lax		⤴		⤵	
Relaxed		⤴			⤵
Modest	⤵		⤴		
Mild		⤴	⤵		
Rash			⤴	⤵	
Quiet			⤴		⤵
Calm	⤴			⤵	
Gentle		⤵		⤴	
Cheerful			⤵	⤴	
Sassy				⤴	⤵
Timid		⤵			⤴
Hasty		⤵			⤴
Jolly				⤴	⤴
Naïve				⤴	⤴

⤴ = This stat is boosted

⤵ = This stat is diminished

Hardy, Docile, Serious, Bashful and Quirky personality types have no effect on stat growth.



In addition to their moves, stats and personality, Pokémon also have abilities. A Pokémon's ability is listed on the second summary screen. Abilities can have effects such as reducing an opponent's Attack or

giving your Pokémon an immunity to poison. A Pokémon's ability will take effect automatically – there is no need to "use" it as you would use a move in battle.



• TRAINER TIP •

Zigzagoon and its evolved form, Linoone, have a rather nifty little ability called "Pickup". The Pokémon will collect items as you walk around. Check the "Pokémon" subscreen to see if Zigzagoon or Linoone has found anything for you.



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TRAINING YOUR POKÉMON



The easiest way to make your Pokémon stronger is to make them battle wild Pokémon to gain experience. Choose your training ground carefully. You want your Pokémon to gain as much experience as possible, but you don't want them to keep fainting at the hands of their wild counterparts. Think about whether the Pokémon you are

training will have a type-advantage or disadvantage against the wild Pokémon in the area. It's also a good idea to make sure you are close to a Pokémon Centre and that you carry some healing items, such as Potion or Antidote. To train a weak Pokémon, put it at the top of the list and switch out when you enter a battle or give it the hold item, Exp. Share.



Yes, now go kick sand in their faces!

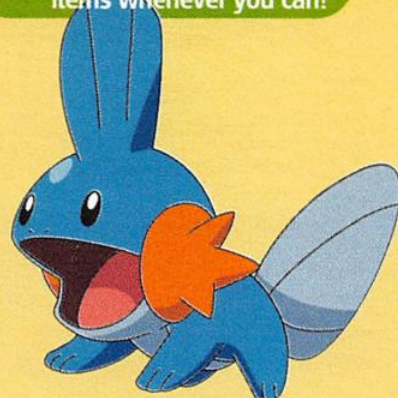


POKÉMON raised by TRAINERS are said to grow stronger than wild POKÉMON.

POKÉ BALL	¥200
POTION	¥300
ANTIDOTE	¥100
PARLYZ HEAL	¥200
AWAKENING	¥250
ESCAPE ROPE	¥550
REPEL	¥350
X SPEED	¥350

A tool used for catching wild POKÉMON.

Make sure to stock up on items whenever you can!

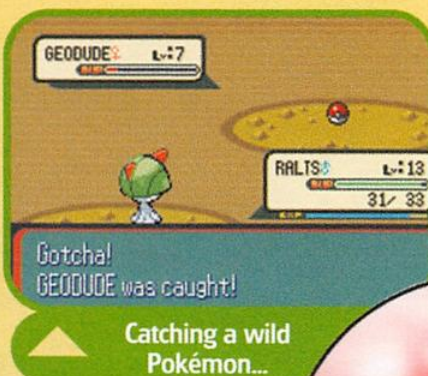


• TRAINER TIPS •

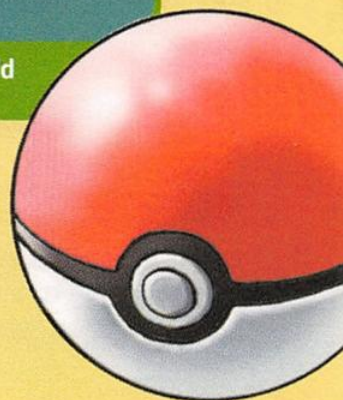


If I find any cool POKÉMON, you bet I'll try to get them with POKÉ BALLS.

Make sure you always carry spare Pokéballs with you. You never know when you'll come across a rare Pokémon!

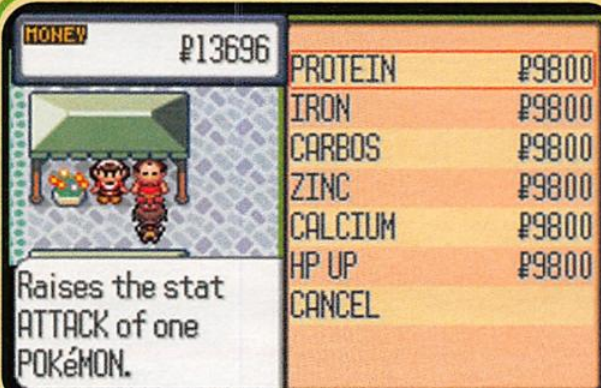


Catching a wild Pokémon...





If you walk where a trainer can see you, they'll want to battle. Stay out of trainers' sight if your Pokémon aren't up to the challenge.



There are a number of "vitamins" (such as Protein and Iron) that you can give to your Pokémon to boost their growth in certain areas (stats). You might find them on the ground, or you can buy them from the Energy Guru in Slateport City.



The Winstrate family lives on Route 111. Defeat all four family members and they'll give you the Macho Brace. This is a hold item that reduces Speed but boosts the rate at which a Pokémon stats increase as it levels up.



Talk to the glass blower that lives on Route 113. He'll give you a Soot Sack, which you can use to collect volcanic ash. Bring him enough ash and he'll make one of his flutes for you. Try them all out and see what they can do for your Pokémon!



When a Pokémon is poisoned, it will continue to lose health outside of battle. Get your poisoned Pokémon to a Pokémon Centre, or give it an Antidote.



LEARNING NEW MOVES

RULE 1: Pokémon learn new moves by levelling up, or by the use of a TM or HM. A TM can only be used once, whereas an HM can be used many times. HMs can be used outside of battle (if you have the appropriate Gym Badge) and are often useful for getting around.


RULE 2: A Pokémon can only know four moves at a time. The secret to being a good trainer is in selecting these four moves. Choosing which of your existing moves to forget can be a difficult decision.

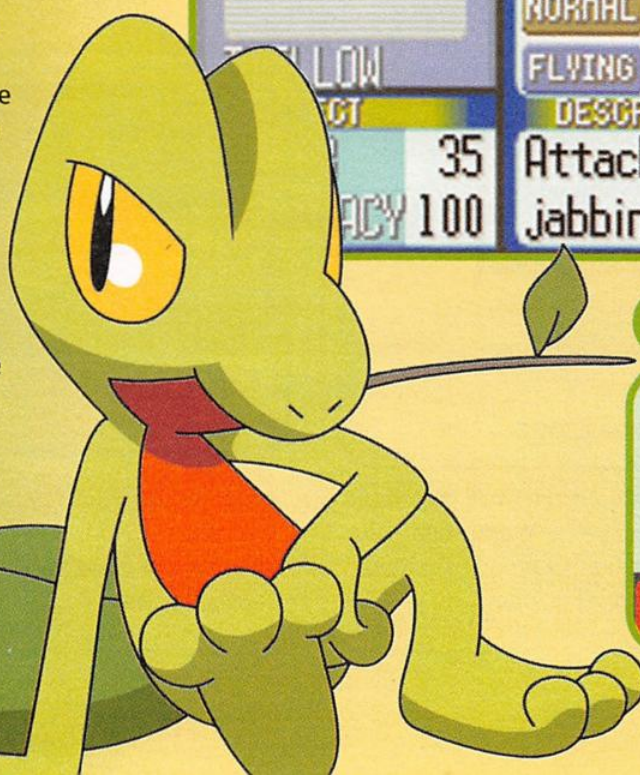
RULE 3: Compare the new move to the moves your Pokémon already knows. Look at power, accuracy and type. Think about the type of your Pokémon, and whether its strength lies in Attack or Special Attack.

RULE 4: Don't forget about moves that change stats, or cause status changes (such as paralysis or poisoning). It's also a good idea to create a well-rounded Pokémon – you don't want four moves that all do the same thing.



BATTLE MOVES

No 025		MOVES	
	FLYING PECK		PP 17/35
	NORMAL BROWL		PP 40/40
	NORMAL FOCUS ENERGY		PP 30/30
	NORMAL QUICK ATTACK		PP 29/30
	FLYING WING ATTACK		PP 35/35
DESCRIPTION		Attacks the foe with a jabbing beak, etc.	



• TRAINER TIP •

If you regret making your Pokémon forget a move, don't despair. Look for the Move Tutor in Fallarbor Town and give him Heart Scale. He'll let your Pokémon re-learn any move it once knew.



If your POKÉMON need to learn a move, come back with a HEART SCALE.

EVOLUTION

Many Pokémon undergo evolution when they reach a certain level. Others evolve when they are traded, when they become friendly with their trainer or when an item (such as a Moon Stone) is used on them. Evolved Pokémon are stronger than their pre-evolved forms, but unevolved Pokémon may learn new moves at a lower level. If you decide that you don't want your Pokémon to evolve yet, just press B during the evolution screen.



What?
SILCOON is evolving!

▲ An splodgy Silcoon that's about to evolve into...



Congratulations! Your SILCOON evolved into BEAUTIFLY!

▲ A beautiful Beautifly! Awwww!



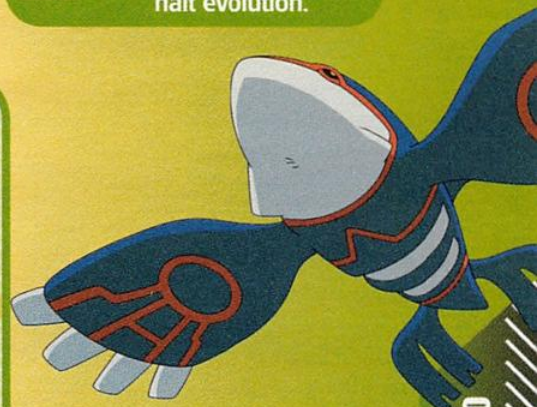
Huh? GEODUDE stopped evolving! ♥

▲ Press the 'B' button to halt evolution.

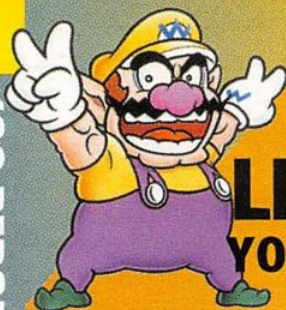


Eleanor got £1400 for winning! ♥

▲ With out in-depth guide, victory is assured!



And that about does it! Now you should be ready to train an army of super-strong Pokémon that will crush your opponents to dust. Happy battling!



100% DRAGON BALL Z: LEGEND OF GOKU II PART ONE

YOUR CONCISE GUIDE TO THE SECRETS OF GOKU



Daniel

Aside from being more entertaining than its predecessor, DBZ: Legacy of Goku 2 is also significantly more difficult and can present a long and arduous challenge to even the most hardened RPG gamer.

With this two-part guide, you will learn all the tips and tricks necessary to guiding Goku and co. to ultimate victory in their epic quest. Remember to check back next month for the second and final part!

1. TRUNKS SAGA: TUTORIAL

Initially players will take the role of Trunks - simply follow the on screen prompts to leave the area and head to Pepper Town. Once you arrive in Pepper Town, go forward and to the first right. Go forward until you see a street to the left. Go down the street and head left immediately. Here you will see Gohan fighting some androids.



Learn how to effectively punch...



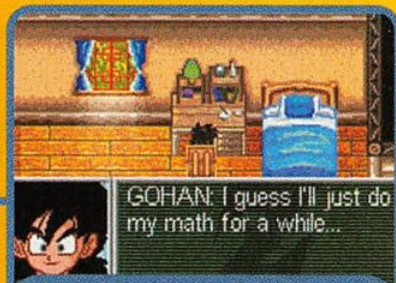
...and use Ki blasts.

2. GOKU'S HOME

The first mission requires Gohan to find his maths book. It is in his parent's bedroom (why we don't know). Head through the door to the right and then up the stairs. You'll see the book lying on the table - pick it up and go back to studying.



Hooray, you've found the math book.



Don't worry Gohan; you'll be fighting for your life soon.

3. FRIEZA DREAM

Once Gohan wakes up, head to the window and outside. Go to the North and up past the save point (remember to use it first). To the West is a +1 Power Capsule. Head back to the East and you will see a message explaining how you can sprint. Go further and you will see a gate with the number 1 on it. Smash it and head to the next screen. Follow the path around to fight the first boss, Frieza.

Beating Frieza is easy. Continue moving and try to approach him from the diagonal. If your Health or Ki runs low, smash the boulders to get more.



Smash it up

Break all rocks you come across to regenerate health and Ki. If you need a lot of healing simply find an area with no enemies and a few rocks. Smash the rocks and leave the screen. When you enter the screen again the rocks will be replaced, allowing you to break them again.

Insert Mork and Mindy joke here.

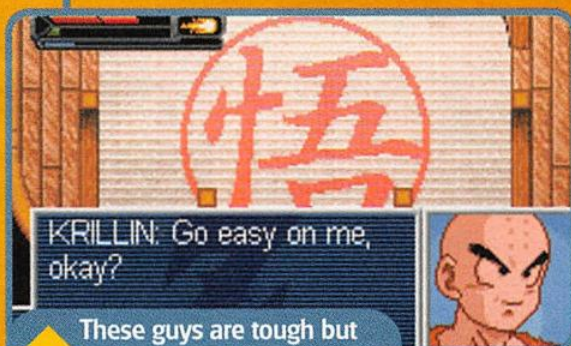


Gohan wakes up to the telephone is ringing in the living room. Answer it and speak to Krillin. Hang up and head to the Level 2 gate you couldn't enter before (on the way to Frieza). Head into the cave and get the armour. Follow the road until you see a world map.



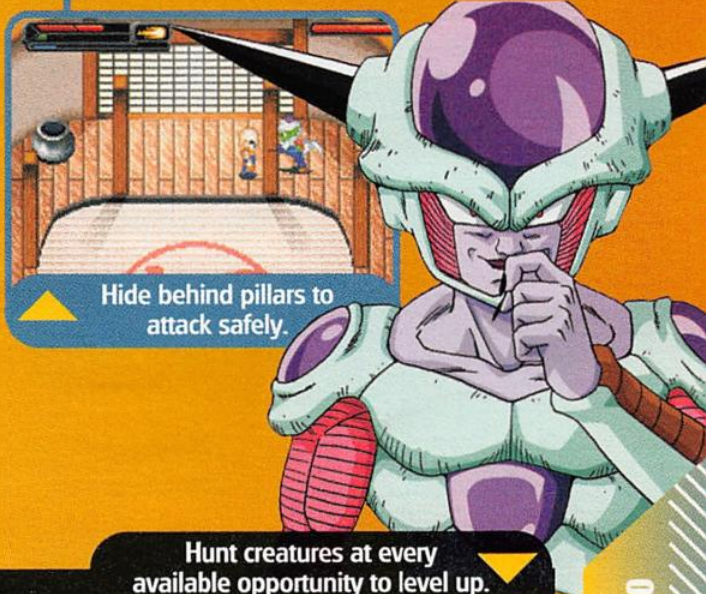
FRIEZA: Your dad isn't coming back!

Don't worry Gohan, it's all a dream.



KRILLIN: Go easy on me, okay?

These guys are tough but the reward is great.



Hide behind pillars to attack safely.

4. WORLD MAP

The radar at the top of the screen shows your current location and your objective. Fly to the star on the map and hit the A button to land in the Northern Wastes.



Head towards the stars to progress to the next level.

Easy Levelling

The best way to level up is to find an area with lots of monsters with regular movement patterns. Kill all of the monsters on the screen and leave the area. When you re-enter the screen all the monsters will be resurrected.

Hunt creatures at every available opportunity to level up.





PEPPER TOWN

Flight circles quickly transport characters from one screen to another.

Chi-Chi is very understanding...



No problem... you were only gone for a year and a half...



No son of mine is going to grow up and become a muscle-head! You'll thank me for this someday.

...unless you're a "muscle-head".

6. WEST CITY

Head towards the star on the world map to reach the inventively named West City - be prepared, because there is a lot to do here.

First head east to the Capsule Corporation (if you get lost you can use any of the red boxes in the city to find your location) Enter the Capsule Corporation through the main entrance, take the corridor to the left and the stairs to level 2 to see Bulma. She will ask Gohan to find a part for the Scouter. Head to the Electronics store in the city's west (The GBA on the map) and ask for the part. Now head back to Capsule and give it to Bulma. Head out the door at the top of the screen and get the capsule. Go back downstairs and talk to Mrs. Brief to get some cookies. Each cookie heals 5 HP, so get as many as you want. Head back to level 1 and talk to Professor Briefs (*good friend to Madame Bra, I believe - Ed*) to get the Golden Capsule quest.

Cookie monster

Although they only heal 5 HP, Mrs Briefs' cookies are great for healing in a pinch. You can carry up to 99 cookies at a time so keep talking to Mrs Briefs until your inventory is full. The game pauses when you use the inventory so you can take your time to heal up slowly.

MRS. BRIEFS: Hello Piccolo! Why don't you make yourself at home?



Dopey name, great cookies.

5. NORTHERN WASTELANDS

This section is very straightforward but you need to be careful because it is crawling with enemies. Simply proceed up the screen until you come to a save point and flight circle. Use them both.

Once you land you will see all of the characters assembled. Head south and grab the capsule. Now talk to everyone, saving Piccolo for last. After King Cold and Frieza are defeated, go to the flight circle

and fly to the area where Trunks is waiting.

After the story of Trunks (am I the only one who thinks that sounds weird? - Ed) you'll head back to your home. Train up to at least level 5 in the forest to the south and then head back into Goku's house to trigger a conversation between Chi-Chi and Goku. Go and train some more. To trigger the next mission, stand next to the world map.

Just like an Igloo - only plastic.



Sparring at Capsule

At the back of the Capsule Corporation is a hut containing three martial artists. These guys are hard to beat but if you defeat one you will be awarded with a +3 capsule.

I recommend you level up to at least 10 before attempting to fight them.



Hit 'A' to land in new and interesting places.



Nice view from the top.



Complete Bulma's mission to obtain the Scouter.



Dr Briefs: Find 25 golden capsules for him for a special reward.



Once you are downstairs, the receptionist will ask you to investigate a security leak. The Security Guard is located in the east. He will give you a blue security pass. Head back to the stairs and into the basement to get 2 capsules before heading up to the third level. Enter the East Tower and press the button to unlock the West Tower. Inside the tower is the spy responsible for the leak. While you're talking to him, he'll throw a capsule releasing a big wolf.

Just like original series Star Trek.



Press the button in the west tower to open the east tower.



Everyone loves rent-a-cops.



The wolf is easy to beat and the spy will surrender once it is dead. As a reward the Security Guard will give you access to the computer room (you can use it to access information gathered with the scouter).

Explore the city a bit and you'll find some capsules in various houses. In the top middle of the city you'll see a man hiding behind a dumpster. Talk to him to find a Golden Capsule. Head back to the beginning and talk to Hercule. He will give you an autograph. Talk to the Mayor and he will say that Hercule wants an open-faced club sandwich. Take the autograph to the kid in the park (next to where the guy is hiding behind the dumpster) and give it to him to get another Golden Capsule. You can't get the sandwich yet so head east and talk to the man pacing around. He says three kids are lost and asks for Gohan's help to find them. Head north then east to find another Golden Capsule. Head west and follow the road around to find the first child. Keep following the road and you will come across Yajirobe who will give you a Senzu bean. Keep following the path to find the last 2 children. This is a good area to level up a bit more to level 10-15. Head back and talk to the bus driver.



Use the computer to view Scouter information.



Use the red boxes around the city to view this map.



After saving the kids your fame travels fast.



7. NEWSPAPER, SANDWICH AND ROCKING OUT.

Go to the newspaper stand and talk to the man behind the counter to get a free newspaper. Give the paper to the chef at Big Mouth to get the club sandwich. Give the sandwich to Hercule and he will tell you to get 'Eyes of the lion', his theme song. Go to the record store and the owner will tell you he threw out all his copies but you can try the antique store. Get the record and give it to Hercule to get the parade started. Talk to Piccolo and then switch characters to talk to the Mayor about the Triceratops problem.



Apparently they don't have CD's in the future.



He may be a dog but he's still a good mayor.

8. TRICERATOPS JUNGLE

Head south to the jungle and break the green 10 gate. Follow the path and go south to reach the first crossroads. To the south is another Golden Capsule. Keep heading south until you come to a village. Talk to the people and loot the chest before continuing on.

The next part is basically a maze that requires speed and timing. Herds of Triceratops run up and down the paths. Avoid being hit by the beasts and head south, then east, then north and you should come across the Triceratops King.

The King takes a long time to beat but he's fairly easy. Avoid his charge attack by dashing and then hit him until he begins to shake. Repeat until dead. Once the King is defeated he will leave. Head back to talk to the Mayor. Here you will meet Cooler, Frieza's brother. Don't worry - he won't attack.



You'll find a gold capsule hidden behind this stone head.

Save these two villagers from the Triceratops King.



Loot the villager's chests to get capsules.



9. KEY TO THE CITY

Follow the old man to the Warlord's Domain. This is a good area to level up Piccolo and Gohan. Try to get them to 20 and 15 respectively. Follow the road around, killing enemies as you go. There is a Golden Capsule hidden to the southwest. Keep following the path until you see a cave blocked by magic. The key is in there. Head north and you will see a castle. Walk around it to rescue the kidnapped man. Head back and to the west to get to the beach where you will find a strength capsule. Use the flight circle at the end of the beach to find the hermit. The old man has a +3 capsule in the chest and will break the magic barrier. Head back to the cave, get the key and give it to the Mayor.

10. TRAINING

Talk to the mayor and head to the world map. Fly back to Goku's home and the DBZ guys will start their three years of training.

Only Vegeta is allowed to pass through this barrier.



Certain barriers are only passable by certain characters.



After all of the fighting Piccolo decides to have a shower.

GREAT GAMING ADVICE FROM NURSE NESS

Dear Nurse Ness,
I am stuck on Pokémon Sapphire.
I have defeated team Aqua at
their base Lilycove, but I don't
know where the Boss and the
Submarine have gone! Please
HELP me!

Caitlin Lucas, Tasmania

Talk to the team leader and they will steal the submarine and run off. Now fly back to Lilycove, go to the northeast corner and surf out into the cave. Enter it to find yourself in Aqua's hideout. Use the warp pads to find your way through and eventually you'll come across 4 Pokéballs. Check the one in the upper-left corner, as it is a MASTER BALL. Grab it now or you will never be able to get it. Once you reach the

Aqua Admin standing next to a submarine, you'll fight them and then the sub will leave. Now exit the hideout, head back to Lilycove and prepare to surf through the ocean blue.

Dear Nurse Ness,
Firstly, I think your section is fantastic! I'm getting Pokémon Ruby this September, and I've been thinking - which Pokémon should I start with? Which is best and where do you get Groudon?

Emily Thompson

There are 3 starting characters to choose from Treecko (Grass), Torchic (Fire) and

Mudkip (Water). Ultimately, it's your preference as they are all Level 5 characters, but you may want to pick Torchic as there are fewer fire Pokémon and fire is the most useful against the Elite Four. Groudon is to be found in the cave of origin (Cave

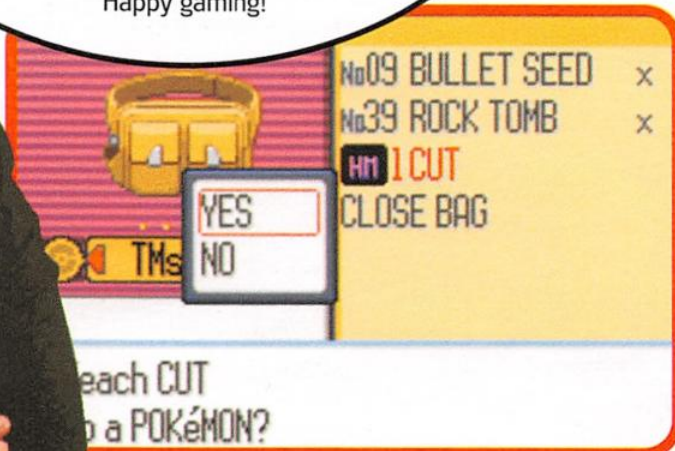
behind the 8th gym - Route 128) and he is Level 45 - so watch out!



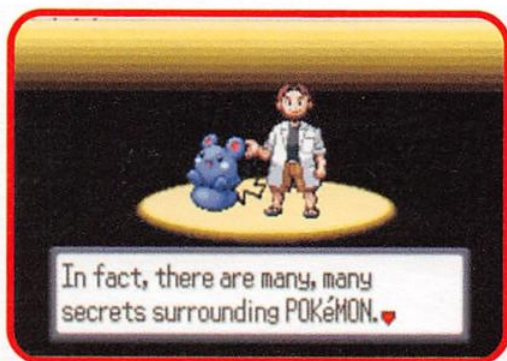
I've dedicated this month to Pokémon!

The majority of letters I have been receiving are about Pokémon Ruby/Sapphire, so I thought I'd get them out of the way so I can move on to a larger variety of games next month. So, if I haven't answered your letter this month, don't worry because I haven't forgotten about you. Keep writing in!

Nurse Ness, GBA World,
78 Rendwick St, Redfern, NSW, 2016
or email me at
Nurse_Ness@hotmail.com
Happy gaming!



each CUT
to a POKÉMON?



Dear Nurse Ness,

In Pokémon Sapphire, can you please tell me where to find Cut and Surf as well as the Old Rod? Thank you, I really, really, REALLY need your help!

Bryan

Head to DEWFORD TOWN to find the Old Rod - it can be collected by talking to the fisherman. He is walking around near where you disembark. Surf can be gained from Wally's folks (Gym 5) and you can pick up Cut in the house next to the Pokémon Centre in Rustboro City.

Dear Nurse Ness,

In Pokémon Sapphire, I have found an underwater cave with Braille on a rock pile telling me to "dig here". I did and it took me to another cave. I went in there and found more Braille that mentions Wailord and Relicanth and "eternal Pokémon". I have both Wailord and Relicanth, and am wondering if these two are somehow the key to finding these "eternal Pokémon". Can you help?

Richard Morton, New Zealand
Nick Johnson,
Brendan Molloy,
Penrith

You are on the right track: Relicanth and Wailord are the key to solving the puzzle. Once you go into the second part of the cave you mentioned, you need to have your Wailord on your last slot and Relicanth on your first. Press the slate, and there will be a message saying that a door was heard being opened somewhere. The 3 Pokémon you are talking about are the Regi Trio - Regice, Registeel, Regirock. Once the earthquake occurs the mystery door that was opened releases all three, now go track them down!

Dear Nurse Ness,
I am stuck in Pokémon Sapphire trying to find the 8th Gym because I need to find Waterfall. When I finally do, how do I get to the Pokémon league?

Michael Stubley

To find Gym 8, you need to beat team Magma/Aqua in their hideout first. To get there, you need to find a cave with the stolen submarine. The next stop is the eighth Gym in the centre of Sootopolis City. When you're here, surf west

from the centre and then go north near the Pokémart. Meet up with Steven and the Sootopolis Gym leader. They will take you to the opening of the Cave of Origin. Make your way through the dark tunnels to find the Pokéball, which is HM 07, Waterfall. The Pokémon League can be found in the eastern most part of the map. First you need to get through a cave similar to the Victory Road in Red, Blue and Yellow.

Dear Nurse Ness,
What is Mirage Island? Where is it?

Lots of people

A LOT of people asked me about this. Mirage Island is an island east of Pacifidlog Town, on Route 130. To get there, you'll need a Mirage Island

(MIP) Pokémon. Mirage Island Pokémon are found randomly in the wild. They could be from any species. In order to find out if you've got one, visit a man in a house on the east side of Pacifidlog Town. If he says he sees Mirage Island, then you have a MIP that will allow you access to Mirage Island. Deposit them one by one in the box, talking to the man each time until he doesn't see the Island anymore. The last one he saw it on is the MIP.

Mirage Island is an island full of wild Waynauts and a rare berry, but it appears that there aren't any other uses for it. It appears randomly. There is also a special Pokéblock to be found there (Pokéblock no 36).

Thanks to nintendo_master101, Noel Bautista, Gretchen and everyone else that wrote in about Mirage Island...

A special thanks also to Joel Venables and his Dad.

Remember to keep writing in!

Ness

PEACH'S PREVIEWS

76



Okay, so I've only got two previews again for this issue. If this doesn't change soon, I'm going to have to get Mario to jump on some heads and get my rightful space back! This is just unacceptable!

PREVIEWS

75 THUG

76 MEDAL OF HONOUR:
INFILTRATOR



We could think of better places to do chin-ups...

Players can perform a huge number of tricks.

No GBA screens available yet, so have a look at these PS2 ones instead!

TONY HAWK'S UNDERGROUND

TONY HAWK + GTA = WORLD'S HAPPIEST GAMERS

► Distributor: Activision ► Type: Adventure/Sport ► Out: November

As far as deep and enormously entertaining simulations of skateboarding go, you simply can't go past the Tony Hawk games – everybody knows this. Another thing that everybody knows is that, despite their brilliance, Tony Hawk's regular rail-riding romps are getting a bit boring these days. The release of THPS 4 made it entirely evident that this old dog needed to learn some new tricks if he was going to continue impressing gamers like he used to.

This is where we come to Tony Hawk's Underground – or, as we like

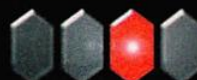
to call it, THUG. THUG takes the brilliant skateboarding gameplay of the THPS games and places it in a context not dissimilar to what one would expect to see in a GTA title. Instead of simply choosing a pro and skating around parks and city-streets for points, players create their own avatar and guide him or her through a complex and involving story-mode wherein they will work their way through the ranks to become a respected world-class skateboarding pro. In addition to that, gamers can also abandon their skateboards and freely explore THUG's expansive



cityscapes on foot or via vehicle. Freedom plus!

All appearances suggest that this is going to be one heck of a game. THUG life, baby!

PROSPECT:



Is that skateboard trick or a karate fly-kick he's doing?

The GBA version won't look quite as good as this...

... but it'll still look pretty darn hot!

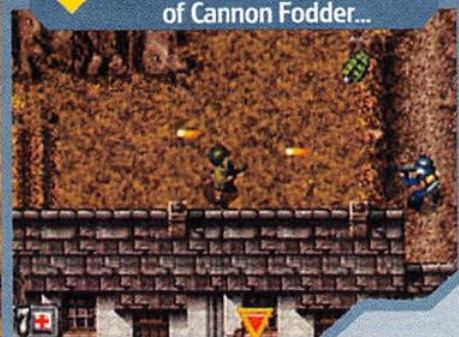


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The visuals are reminiscent of Cannon Fodder...



Note the detail on that house there.



Our hero attacks a vicious Nazi hay-cart.



Something tells me that building is a Nazi base...



MEDAL OF HONOUR: INFILTRATOR

SHOOTING NAZIS AND FOILING HITLER? PUT US DOWN FOR THAT!

► Distributor: EA

► Type: Action

► Out: TBA

Over the past two years or so, the Medal of Honour franchise has gone from relative obscurity to establishing itself as one of the premier names in electronic-entertainment. Therefore, it was only a matter of time until one of EA's top-quality WW II themed shooters arrived on the GBA — say hello to Medal of Honour: Infiltrator.

A genre-blending mixture of fixed-position FPS gameplay and top-down tactical action, Infiltrator sees gamers take the role of

Corporal Jake Murphy as he undertakes five dangerous missions to cripple Hitler's war-machine during some of WW II's most famous battles. What makes this particularly interesting from our point of view is the sheer variety of gameplay styles that are manifested within the objectives of these missions. At one point you'll be on-foot and gunning down Nazis in some classic shoot 'em up action and then you'll suddenly find yourself in a tank battering enemy positions to

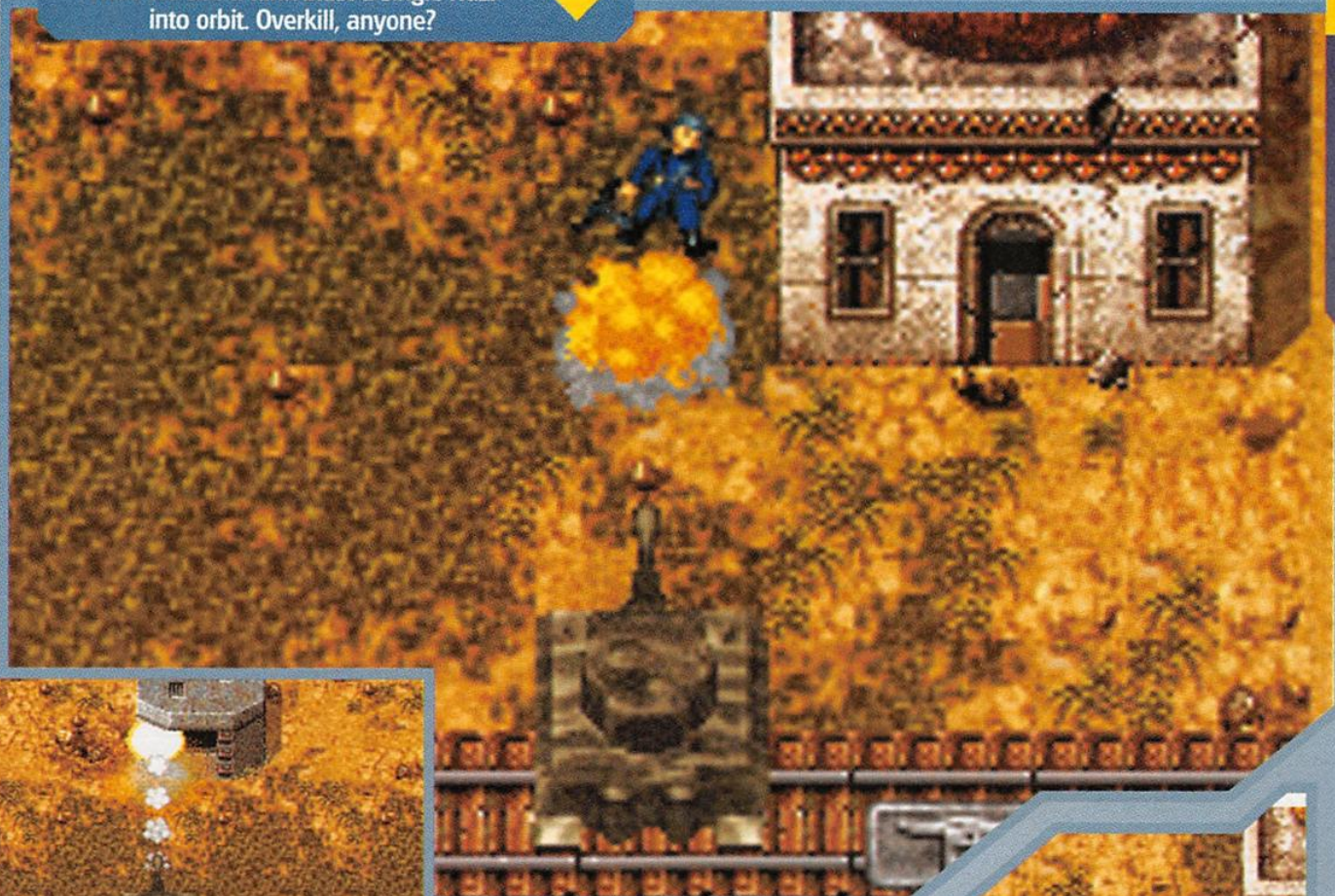
make way for an all-out Allied assault. Heck, there are even infiltration missions where you'll disguise yourself as one of the Reich's henchmen. Quite a bit of variety for a GBA cart, don't you think?

If there's anything we've learned over our gaming years, it is this: games about killing Nazis are almost always good. We don't see any reason why Infiltrator should break this rule.

PROSPECT:



Here we see a tank blast a single Nazi into orbit. Overkill, anyone?



PREVIEWS



KA-BLAU!



Tanks can be so difficult to reverse park!

Fans of Operation Wolf will appreciate this immediately.



Ahhh - shooting gangs of murderous Nazis is great.



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WORLD



THE SCORELIST

Issue #1

BLACK BELT CHALLENGE

THQ ★☆☆☆☆

This game is an awful piece of trash. Avoid it.



Doom II

BRITNEY'S DANCE BEAT

THQ ★☆☆☆☆

Who'd have thought Britney would be so easy?

DOOM II

Activision ★★★★★

Perfect for your new GBA SP.

DRIVER 2 ADVANCE

Atari ★★★★★

Offers a fully tricked out ride ... dude.

DUKE NUKEM ADVANCE

Take 2 ★★★★★

Who doesn't like blasting alien scumbags?

ECKS VS. SEVER 2: BALLISTIC

THQ ★★★★★

A polished shooter with brains ... shooter brains!

EXTREME GHOSTBUSTERS:

CODE ECTO-1

Take 2 ★★★★★

Neat mix of driving and platforming.

HARRY POTTER & THE PHILOSOPHER'S STONE

Atari ★★★★★

Should come with a big sticker saying, "Cash in!"

HEY ARNOLD: THE MOVIE

THQ ★★★★★

For fans of bouncing games.

HOT WHEELS BURNIN' RUBBER

THQ ★★★★★

A nifty little arcade racer.

KELLY SLATER'S PRO SURFER

Activision ★★★★★

Dumped on a sandbar.

THE LEGEND OF ZELDA:

A LINK TO THE PAST

Nintendo ★★★★★

This is the perfect combination of action and role-playing fun.

THE LORD OF THE RINGS: FELLOWSHIP OF THE RING

Vivendi ★★★★★

A bug ridden and boring RPG.

THE LORD OF THE RINGS:

THE TWO TOWERS

Vivendi ★★★★★

Action packed hack-and-slasher.

MEGAMAN ZERO

THQ ★★★★★

The best Megaman game yet.

METROID FUSION

Nintendo ★★★★★

Lovingly crafted and full of surprises, this is essential.

MORTAL KOMBAT:

DEADLY ALLIANCE

Acclaim ★★★★★

Tense, brutal and bloody good fun.

POWERPUFF GIRLS:

HIM & SEEK

THQ ★★★★★

The mini-games are the real highlight.

REIGN OF FIRE

THQ ★★★★★

Give those humans a good roasting!

ROBOTECH:

THE MACROSS SAGA

TDK ★★★★★

A lively and challenging shooter.

SPEEDBALL 2

THQ ★★★★★

Delivers a futuristic jockstrap full of itching powder.

SPIDERMAN:

THE MOVIE

Activision ★★★★★

A fresh and enjoyable platformer.

SPYRO 2: SEASON OF FLAME

Vivendi ★★★★★

Flying diagonally is not as easy as it looks – and it doesn't look easy!

STAR WARS: ATTACK OF THE CLONES

THQ ★★★★★

Not as crap as the movie, but getting there...



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THE COMPLETE ROUND-UP OF EVERYTHING THAT'S HOT AND EVERYTHING THAT'S NOT! ONLY IN GBA WORLD

SUPER GHOULS & GHOSTS THQ ★★★★★☆

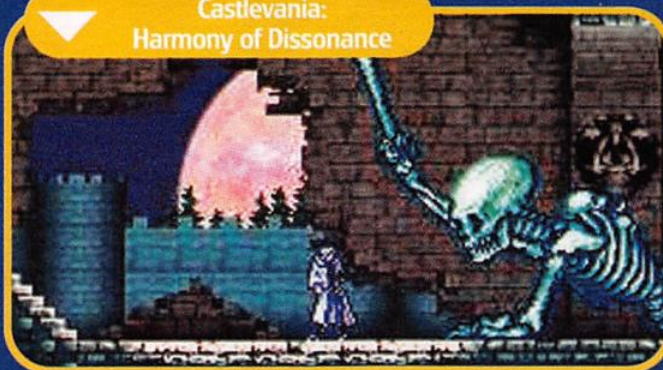
Classic platforming action from the good ol' days.

TARZAN: RETURN TO THE JUNGLE Activision ★★★★★☆

Cute and not-so-serious platform jumping japey.



Castlevania: Harmony of Dissonance



THE RIPPING FRIENDS THQ ★★★★★☆

Only a whiff of manly wackiness.

TOMB RAIDER: THE PROPHECY Ubisoft ★★★★★☆

A Prince of Persia rip-off – but a really fun one!

TONY HAWK'S PRO SKATER 4

Activision ★★★★★☆
A truly awesome conversion.

Issue #2

BOMBERMAN MAX 2: BLUE & RED

Vivendi ★★★★★☆
A good effort, but not quite as good as Bomberman Tournament.

CASTLEVANIA: HARMONY OF DISSONANCE

Atari ★★★★★☆
An excellent but uninspired addition to the franchise.

CRASH BANDICOOT 2: N-TRANCED

Vivendi ★★★★★☆
A polished outing that's great for a quick laugh or two.

DAVE MIRRA'S FREESTYLE BMX 3

Acclaim ★★★★★☆
Only for those people who like a tough challenge.

MICRO MACHINES

Atari ★★★★★☆
A finely honed combination of speed and fun. Great multiplayer too!

MINORITY REPORT

Activision ★★★★★☆
Surprisingly good for a movie-to-game cash-in.

RAYMAN 3

Ubi Soft ★★★★★☆
Polished, satisfying and supremely good fun.

REVENGE OF SHINOBI

Atari ★★★★★☆
A lukewarm ninja romp that should've been a lot better.

SUPER MONKEY BALL JR.

Atari ★★★★★☆
Monkey-themed mayhem – a blast in short bursts.

Super Monkey Ball Jr



★★★★★ 3 Stars
★★★★ 2 Stars

Good
Average

★☆☆☆☆ 1 Star
☆☆☆☆ 0 Stars

Bad
Awful

THE SCORELIST



▼ Bruce Lee:
The Legend Returns



Issue #3

BRUCE LEE: THE LEGEND RETURNS

Vivendi ★★★★★☆

Highly recommended mix of action and platform fun.

CONTRA ADVANCE

Atari ★★★★★☆

Hardcore shooter that lacks the brilliance of its predecessors.

GOLDEN SUN 2

Nintendo ★★★★★★

Improves on the original in almost every way imaginable. A must own.

HAMTARO: HAM HAM HEARTBREAK

Nintendo ★★★★★☆

Adorable but limited hamster RPG.

POKEMON: RUBY & SAPPHIRE

Nintendo ★★★★★★

An excellent addition to the franchise that no fan should miss.

SHINING SOUL 2

Atari ★★★★★☆

Enjoyable Sega RPG with a strong heritage.

SONIC ADVANCE 2

Atari ★★★★★☆

Not quite as good as the first one, but good fun nonetheless.

▼ Sonic Advance 2



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STREET FIGHTER: ALPHA
THQ ★★★★★☆

Decent 2D fighter that just falls short of being great.

VIRTUA TENNIS

Atari ★★★★★☆

Well, it hasn't got Lleyton Hewitt, so that's a plus.

WARIO WARE

Nintendo ★★★★★☆

Bizarre and utterly addictive mini-game mania.

X-MEN 2: WOLVERINE'S REVENGE

Activision ★★★★★☆

Not too bad. Not too bad at all, bub.

YU-GI-OH! WORLDWIDE EDITION

Atari ★★★★★☆

Bland TCG turned into bland TCG videogame. Shock!

**Issue #4****BUBBLE BOBBLE: OLD AND NEW**

Red Ant ★★★★★☆

Just like we remember it – Bubble Bobble kicks some serious behind.

DONKEY KONG COUNTRY

Nintendo ★★★★★☆

We remember it being better before, but still – high-class platform fun nonetheless.

DRAGONBALL Z: LEGACY OF GOKU 2

Atari ★★★★★☆

A definite improvement on the original Goku. Fans of the series will love it.

CRAZY TAXI: CATCH A RIDE

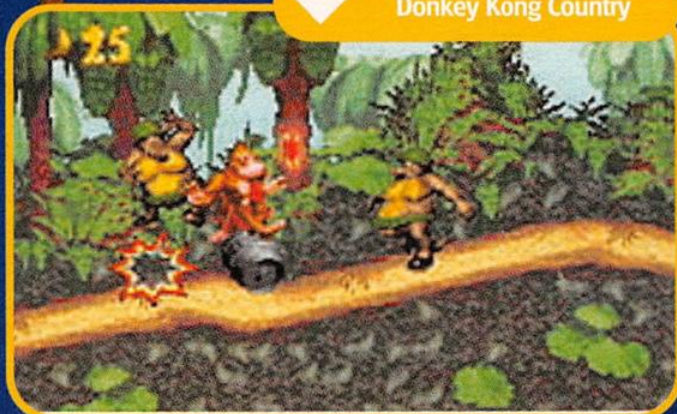
Atari ★★★★★☆

Rather bland racer with few saving graces. A strange game to port in the first place, really

THE HULK

Vivendi ★★★★★☆

HULK SMASSSSSHHH!



Donkey Kong Country

LEGO DROME RACERS

THQ ★★★★★☆

Cars made of Lego go a lot faster than you might think...

JAMES BOND 007: AGENT UNDER FIRE

EA ★★★★★☆

It's been on every other console, so it had to come to us eventually. Good thing it's not bad...

THE LOST VIKINGS

Vivendi ★★★★★☆

Totally killer Viking puzzle game from the golden days. Vikings rock.

SUPER PUZZLE FIGHTER 2

THQ ★★★★★☆

Enjoyable but flawed puzzle game with little kung-fu people.

SPLINTER CELL

Ubi Soft ★★★★★☆

A solid attempt at stealth action that falls just a little bit short.

The Hulk



★★★★★ 3 Stars
★★★★ 2 Stars

Good
Average

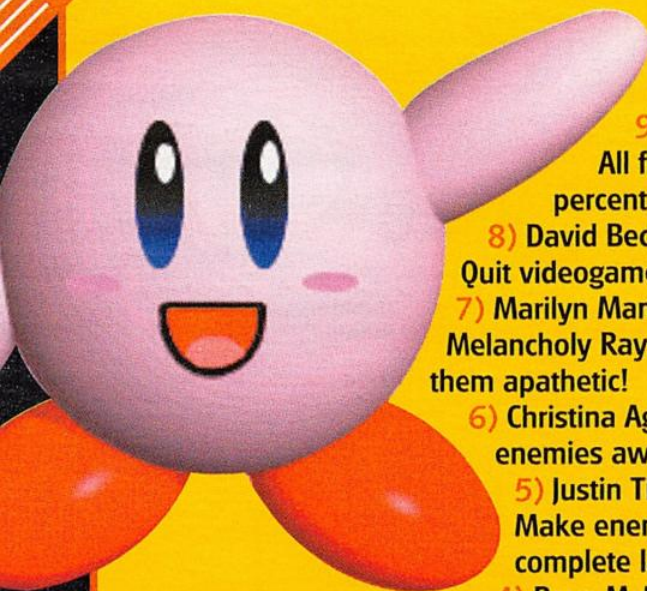
★☆☆☆☆ 1 Star
☆☆☆☆ 0 Stars

Bad
Awful



TOAD'S TOP TEN

TOP TEN FAMOUS PEOPLE KIRBY SHOULD EAT – AND THE POWERS HE'D GET!



10) Michael Jackson – Karaoke Power, with favourite song "Eat It"!

9) John Howard – GST Power.
All further power-ups come with 10 percent sales tax!

8) David Beckham – Sexy Sponsor Power.
Quit videogames and live off Pepsi money!

7) Marilyn Manson – Gawth Power. Shoot out Melancholy Rays to depress enemies and make them apathetic!

6) Christina Aguilera – Skank Power. Frighten enemies away with obscene pelvic thrusts!

5) Justin Timberlake – Hypno Abs Power.
Make enemies love you, despite your complete lack of talent!

4) Rove McMannis – What The-? Power.

Spit out bizarre objects to confuse and bewilder foes!

3) George Bush – Dubya Power. Send enemies into fits of hysterics with nonsensical babble and bizarre idiot-speak!

2) Saddam Hussein – Vanish Power. Disappear from the gameworld and hide from enemies forever!

AND NUMBER ONE IS...

1) Britney Spears – Smooch Power. Kiss a member of the same gender to distract enemies and enter Media Circus bonus level!

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FAMOUS PLUMBER RETURNS TO GBA! HUGE REVIEW!**

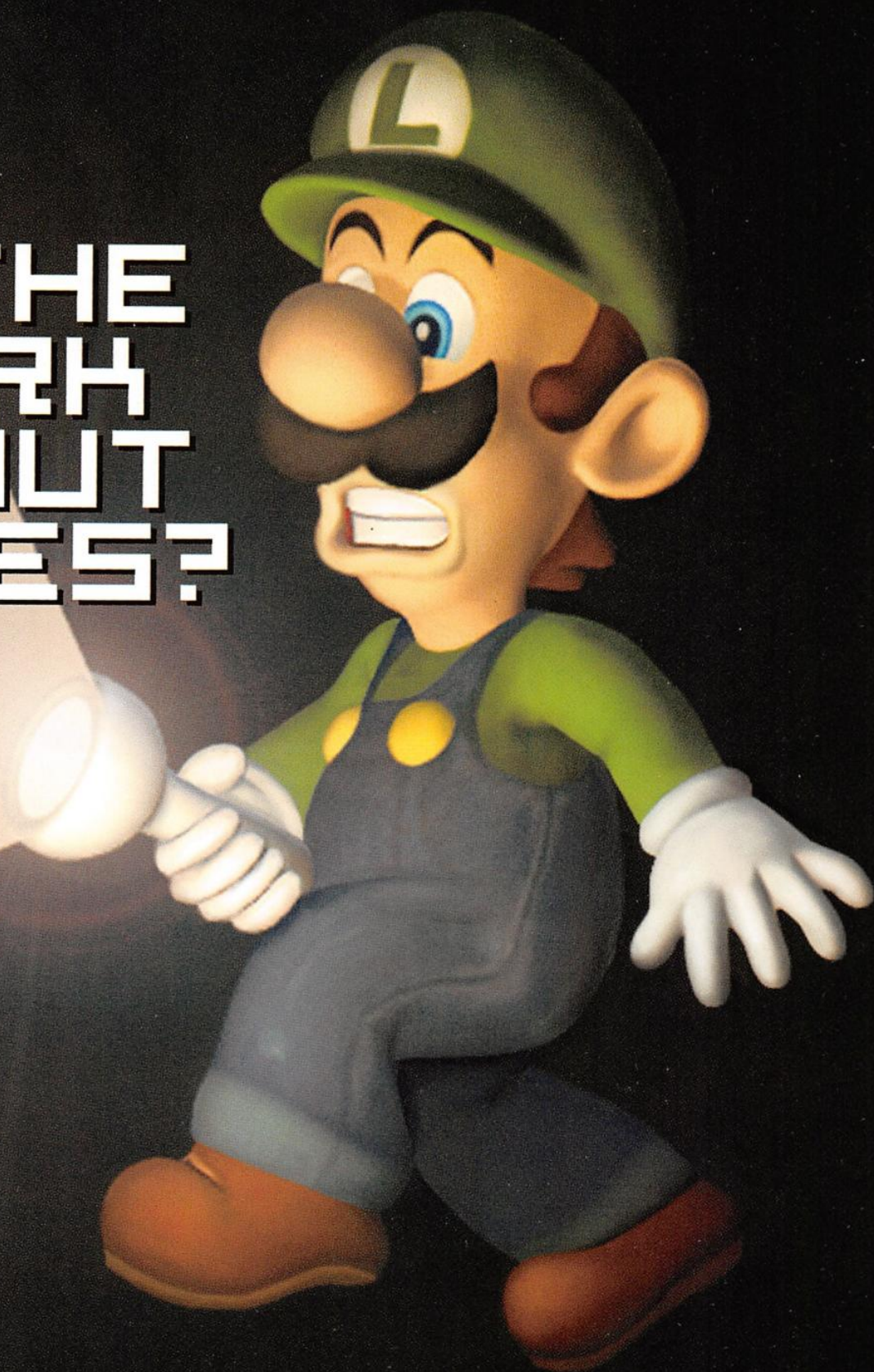
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